



THE ULTIMATE GUIDE

by
Gerald Köhler




WINNING STREAK
GAMES

Version 3.03 dated 7 September 2026

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Foreword

A warm welcome,

in this guide, I have compiled all the essential information you need to get the most out of WE ARE FOOTBALL 2027 (WAF27). It also covers WE ARE FOOTBALL (WAF), National Teams (NT) and WE ARE FOOTBALL 2024 (WAF2024).

This guide is updated regularly. You'll therefore find a comprehensive change log at the end. There, you can always see what has changed since the last edition when new versions are released.

This guide is available free of charge as a PDF. Unfortunately, I cannot guarantee that all the information is correct; some details may change as the game develops, for example following an update. However, until further notice, I will incorporate all changes into the PDF version as quickly as possible, correct any errors reported to me, and then make a new version available.

This guide is broadly divided into six sections. The first section introduces fundamental concepts that are important for understanding the game. WE ARE FOOTBALL 2027 differs significantly in some respects from other management games, so reading this section will definitely make it easier to get started.

This is followed by explanations of key player, club, team and manager statistics.

The third part, the glossary, contains detailed information on individual terms and is therefore arranged alphabetically. What makes this section special is the particularly in-depth insight it provides into how the game works; it often deals with probabilities or little tricks for optimising your own gameplay.

The fourth part describes the options for modifying the game. As well as editing the database using the included editor, this section focuses primarily on integrating your own graphics and audio files into the game.

The fifth part then briefly outlines the key steps involved in the development of WAF, NT, WAF2024 and WAF27. It also includes a brief preview of what's to come. The concluding sixth part answers frequently asked questions.

Enjoy reading, and have even more fun with WE ARE FOOTBALL 2027!

Yours,

Gerald Köhler

PS: Football in the men's and women's leagues is simulated on an equal footing in the game; the only difference is the number of leagues and competitions. These few differences are highlighted where relevant. All the specific features of women's football are summarised again in Part 3 under the heading 'Women'.

1. Part 1: CONCEPTS

1.1. General

WE ARE FOOTBALL 2027 is a football management game in the tradition of the classic German management games of the 1990s and 2000s. It can be played alone or with up to four players in hotseat mode (from WAF2024 onwards; previously, only two players in total were possible). The entire club is simulated, meaning you have to handle the duties of both the manager and the coach.

There's no shortage of humour either. However, much of what sounds crazy at first actually has its roots in real-life football events.

Steam Remote Play is supported. WAF, NT, WAF2024 and WAF27 can also be played on the Steam Deck.

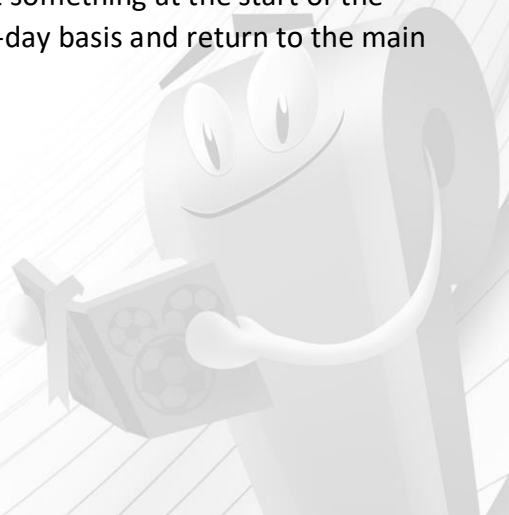
From the outset, the aim in designing the game was to ensure that a season could be completed in just a few hours. During the development of WAF27, great care was therefore taken not to overload the game compared to WAF/WAF2024. To compensate for this, WAF27 offers a constant stream of new content over many seasons. The number of events alone is now well into four figures. On top of that, there are a further 250 events dedicated solely to players' hobbies and a three-figure number of real-life events.



In my opinion, the ideal gaming experience is on the sofa with a laptop featuring a touchscreen, ideally one where you can remove or fold away the keyboard. The game can be controlled entirely via the touchscreen, and many actions – such as dragging players into the line-up – feel best this way.

1.2. Basic flow

WE ARE FOOTBALL 2027 is normally played on a weekly basis. At the start of the week, you plan your actions, then the week runs its course. If your team has a match during the week, the week is interrupted and you can set your line-up and tactics. This also happens during important events, such as upcoming negotiations. During the season, the week is usually rounded off with a league match. If you've forgotten to set something at the start of the week, you can also pause the week's progress on a day-by-day basis and return to the main menu.



1.3. Start menu



Here, you can start a new game, reload an existing save file, or continue the game you last played. There are also a whole range of other options available. Most are self-explanatory, but there are a few important details I'd like to share with you.

Simulating single match multiple times – from WAF2024 onwards

Here you can simulate a match between any two teams. As the result of a single football match always depends on luck to some extent, you can have the programme calculate a larger number of 'identical' matches straight away. This gives you an accurate probability distribution for win, draw and loss under the given conditions.

</

Use 'Line-up' to select the players who are to start.

If you want to change a player's stats, please first click on the player and then on 'Player status'. If you want to do this for all players at once, please select 'Team standing'.

You can also use 'Tactical standing' to adjust various team statistics and use 'Tactics' to determine the team's tactical approach.



At the top, you can set the number of matches to be simulated in succession. If you then click on 'Next', you'll be taken straight to the results overview. However, depending on the number of matches simulated, this may take a little while to be completed.

(Data) Editor – available from WAF onwards, constantly being expanded

Here you can launch the data editor supplied with the game. You can use this to modify the database we've created or to build your own completely new database. You'll find details about the editor in Chapter 4.

View season reviews – from WAF2024 onwards

At the end of each season, a season review is automatically generated for all teams in your league; you can also save this for your own team. You can then view it again here at a later date. Please note that the match highlights are not saved as part of this process.

Records – from WAF



Here you'll find your personal bests.

Credits – from WAF

Here you'll find information on who did what in this match.

Licences – from WAF

The game's licensed content is listed here.

1.4. 16:9 and 21:9

When starting the game on a 21:9 display, WAF2024 simply enlarges the background graphics to the left and right

To enjoy the full resolution on a 21:9 monitor, simply switch in the start menu at the top to full screen or press ALT+ENTER. If you press this key combination again, you will be back in windowed mode. Of course, you can also increase the window size horizontally to achieve the 21:9 aspect ratio.



However, it is advisable to make these adjustments later in the main menu, as the 21:9 is only fully utilised there.

WAF2024 offers you Points wing menus on the sides that you can freely configure. A total of 30 different statistics are available to you later, from which you can select 3 on the left and 3 on the right.

In 16:9 you can open and close the wing menus either with the arrows at the top left or right or both sides together using the TAB key (alternatively you can also use the 3rd mouse button).

During the match, the statistics in the wing menus are fixed and cannot be changed. In the 3D-only views of the stadium, club grounds and museum, the 21:9 resolution is also fully utilised.



Alternatively, you can also change the resolution in the options.

1.5. Getting started

At the start of WE ARE FOOTBALL 2024, you have a lot of decisions to make.

Men's or women's?

Firstly, you can click on one of the players to choose between men's and women's football. Both areas differ only slightly in terms of content, but pregnancies, for example, naturally only occur in women's football. In terms of play, the main difference lies in the financial strength of the clubs.

Database selection

You'll also need to choose a database at this stage. There are official databases with generic data, but for WAF there are also official databases featuring licensed leagues. Alternatively, you can play the game using fan-made databases or databases you've created yourself in the editor.

In WAF27, you can choose between 'Standard' and 'World'. Both have their pros and cons.

"Standard" allows you to play in Europe and other selected countries. In terms of scope, it corresponds almost exactly to WAF2024, although match calculations and the weekly schedule run almost twice as fast. If you only play in European leagues anyway, this is the best option for you.

"World" includes a further 118 leagues of 10 teams each, plus additional continental competitions. However, match calculations and the weekly schedule take twice as long as with the "Standard" database. But for those who are passionate about global football, this offers the ultimate gaming experience. For everyone else, "Standard" is undoubtedly the better and faster option.

WAF27 also allows you to select your preferred user database from a list at the start of the game. If you create your own database, you can now add a logo to it. To do this, simply copy an 80x80 PNG file into the same directory as your database. The PNG must be named the same as the corresponding database. If you do not create your own logo, a default logo will be used.

The selected DB is then the basis for the new game and will continue to develop based on your decisions.

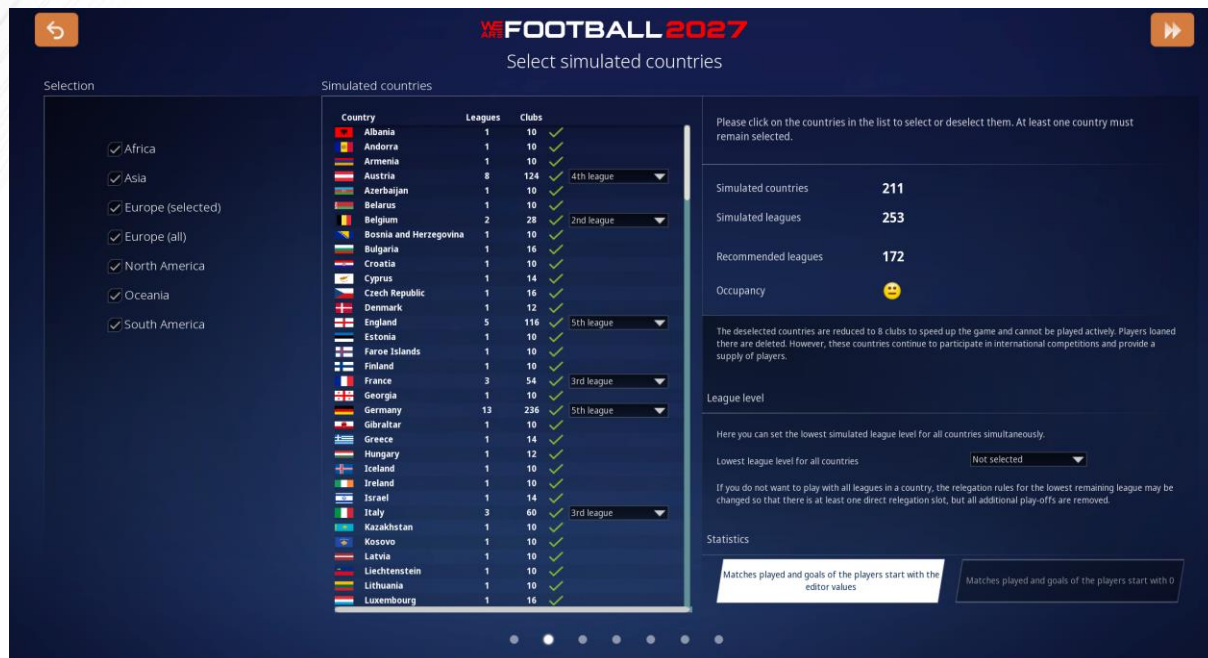
From WAF2024 onwards, however, you also have the option of modifying certain data retrospectively (see chapter 2 "Editing names" and "Editing club names").

Selecting simulated countries and leagues

You can now select which countries are to be simulated by the game.

From NT onwards, you can next select the countries that the game is to simulate in full. The selection depends on the countries contained in the database you have chosen.

From WAF27 onwards, for countries with multiple league tiers, you can even select the lowest league to be simulated. If you know you do not want to play in a particular country anyway, always set the league tier there to 1. In this case, the relegation rules for the lowest remaining league tier may be amended so that there is at least one team relegated directly, but all additional play-off matches are omitted.



If you reduce the number of countries or league tiers, the game will run correspondingly faster. So, if you want to speed up the game, you should disable all countries and league tiers here where you never intend to play anyway and where there are no other relevant opponents. On the left, this can be done for entire continents in one go.

However, as clubs from unselected countries may be required for international competitions, it is advisable simply to disable them here rather than deleting them completely from the database.

The smiley face indicating your computer's workload shows you whether it can cope with the selected countries. However, the game speed is always a subjective matter and there are other ways to speed it up (see Part 3 under 'Speeding up the game').

From WAF27 onwards, you also have the option here to delete the number of appearances and goals from the database and start each at 0.

Note for data editors:

Even if a country is deactivated, it still takes up processing time. It is therefore better for the speed of the game to simply not include a country that is not needed. Even an entire deactivated continent cannot simply be ignored by the game due to the World Cups.

You'll find a list of all the leagues relevant to international competitions in Chapter 4.

Number of players and mode selection

WAF27 can be played in Realistic Mode and Creative Mode.

The main difference later on lies in a small button at the top right of the menu.



This takes you to a total of four screens full of customisable parameters, actions and rule changes.

You can use these screens to fine-tune the game first. For example, if you feel there aren't enough yellow cards, simply adjust the relevant slider from 1 to 1.2 and you'll have 20 per cent more. Above all, however, you have plenty of opportunities here to experiment and let your imagination run wild. It's well worth giving things a go here.



For the sake of clarity, the value for each factor is only displayed if it differs from the default setting of 1.

Achievements and records are disabled in Creative mode for reasons of fairness towards players who play in Realistic mode. After all, you can unlock various achievements in Creative mode with just a few simple mouse clicks.

Manager details

Next, you'll need to enter your personal manager details or select an existing manager.

As the user data is managed separately from the save games, from WAF2024 onwards the game also remembers which level you have already reached as a manager. If you wish, you can then enter the game directly with this level and receive more offers when looking for a job or you are approached by stronger clubs. However, this is optional; you can always start a new game at level 1. From level 2, the skills previously achieved at this level are also transferred to the new game. At level 1, these are determined at random.



If you have previously reached a higher managerial level, wish to start at that level and then play through a career, your level and the skills you have acquired will be carried over into the career mode. However, your starting club will be determined by your test result.

You can also specify at this point whether your personal life should also be simulated.



Levels achieved during a simulation do not count.

Personal life

You can enter the details of your real or fictitious family here. Your family members will then evolve over time.

You can also skip this part and only look for a partner and possibly start a family later in the game. However, you will then no longer be able to enter your own data.

At the bottom of the screen you can also simulate this part of the game separately from the rest. I always enjoy this, so I hope you will too. This was actually only intended as a test tool, but we've just left it in the game for now.

In order for certain events to be called up in this test simulation, a club must first be set up. You then work for this club during the simulation. This is also where your children will start their playing careers.

During the simulation, you have various buttons at your disposal with which you can "turn forward" the time. However, the bigger the jump, the greater the risk that there will be problems to which you will no longer be able to react appropriately.

Difficulty level



You can generally set the level of difficulty in three stages. If you like, you can also do this for individual areas. To do this, you must first switch the header at the top accordingly.



Compared to WAF and NT, the highest difficulty level has been made more challenging for WAF2024 and WAF27 in particular, but in general, the later versions are also more difficult than their predecessors, in response to numerous requests. Above all, various AI improvements have been implemented, which make the game significantly more challenging. The difficulty was already increased for NT by closing certain loopholes, for example regarding squad selection. Generally speaking, it's also worth noting that women's football presents a particular challenge, as you have to manage your finances very carefully.

You can also set here whether you want to play with the 'sacking' feature enabled. If you do, you'll normally be sacked by your current club as soon as your popularity with the board

drops below 50. High popularity with the fans can earn you extra credit with the board. However, if it falls below 40, it's definitely game over. From WAF2024 onwards, there are special additional settings for difficulty level when founding a club. Here you can adjust a whole range of specific parameters and make life quite difficult for yourself in this way. Using the editor, you can also set your own challenges for existing clubs.

Budgets

You can choose between a total budget and separate budgets for transfers and everything else. From WAF27 onwards, you can also play without budgets. With this setting, the club's entire assets are normally available to you for your investments.

Starting country and game mode

Next, you select the game variant and then choose your club or national team. Special game variants include pure tournament modes for national teams, the real career mode and, since WAF2024, club foundation. New in WAF27 is spectator mode, where you start the game without a club or national team.

Pure tournament modes cannot be combined with the other game modes. Once the tournament is over, the game ends.

The real career starts with a sort of interview at the job centre, which then makes three suggestions for the best clubs for you. You should accept one of them, as otherwise you'll start without a club and may have to wait a long time for a new offer. So it's best not to aim too high. From WAF2024 onwards, we'll at least show you the three offers in advance, so you can decide beforehand which club you'd like to put extra effort into during negotiations. WAF27 also allows you to select a specific region, provided the relevant leagues are available in the league system.



In WAF, the path from unemployment to a new club is often a laborious process; in WAF2024 and WAF27, we've made it a bit more entertaining. Furthermore, the successor versions reward a good trial more generously than WAF, so you can actually secure a good club right from the start.

If you wish to move from being unemployed to a very small club, you may first need to enable this option under 'Personal'. You should also check your requirements on the main screen to see if they allow for such a move. This includes the 'Maximum national reputation' in the bottom right-hand corner.

Whilst you can, of course, be sacked in a real-life career, you can also choose to eliminate this risk when selecting a club at the top of the screen. The default setting depends on the difficulty level you've chosen.

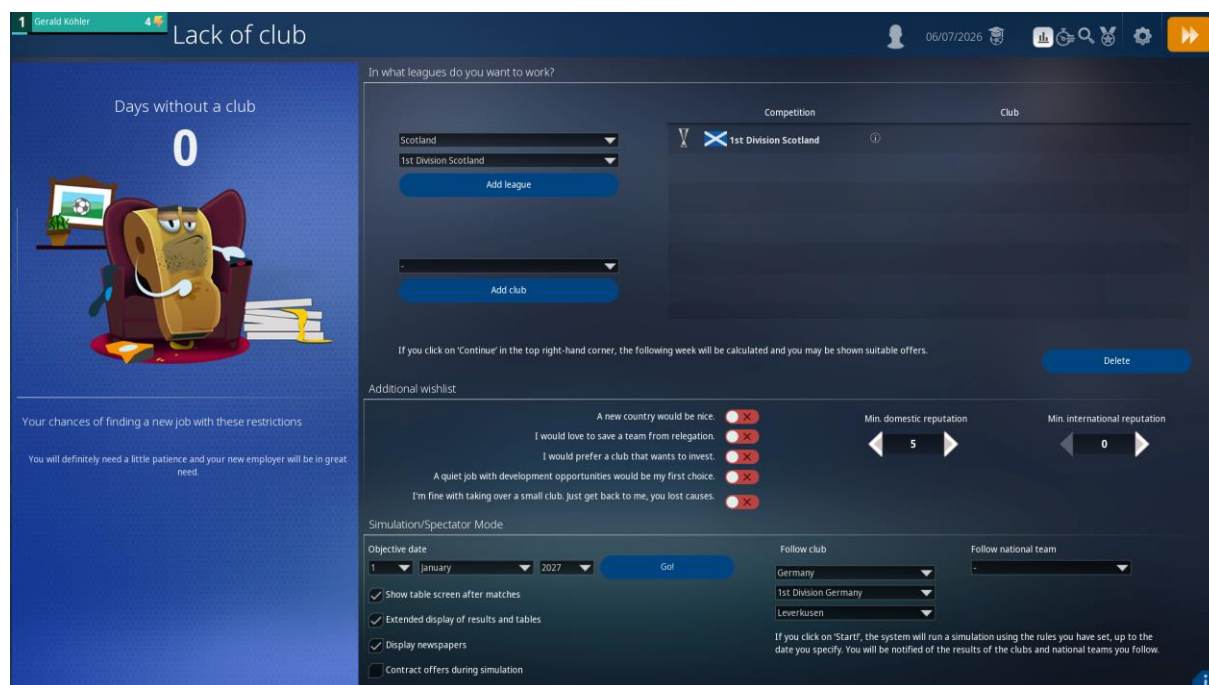
Setting up your own club is particularly exciting. You'll find all the important information on this in Chapter 3 under 'Setting up a club'. It takes a bit of effort, but you can easily create your own club without having to generate and export a database in the editor. We've made every effort to significantly expand the cities database so that as many users as possible can

select at least their home town directly, without having to look up its longitude and latitude. If your town isn't in the database and you don't have this information to hand, you can always change it later in the club profile. Of course, this opens the door to a lot of mischief, but we're counting on your cooperation here...



If you enter your own city, please make sure you find out the correct coordinates (pay attention to north/south and west/east!). Otherwise, many aspects of the game won't work properly because the game cannot calculate the distance to other cities correctly.

Please note that whilst you're effectively untouchable (provided you've set it up that way and don't get relegated from the country's lowest division), you don't actually own the entire newly founded club. This is because the money for the stadium and training facilities has to come from somewhere, of course.



Finally, there is also a spectator mode available, which works in a similar way to the simulation. Here, you can follow a club and/or a national team and will then be kept informed of the results. One of the new features in WAF27 is that you can also view newspaper reports about your chosen team.

National team

Finally, depending on the game mode, you can also select a national team. Then the actual season begins. If you're playing a real career, you'll first have to work your way up to an offer. You're not yet well known enough in the wider football world, and many WAF players therefore found this option unrealistic.

1.6. Pre-season

At the start, after the welcome and the allocation of action points, you'll set a few general preferences that apply for the entire season.

Specifically, these are:

- Season planning, including negotiations on season targets and the budget, plus – from WAF2024 onwards – optional financial calculations
- Selecting the kit for the new season (can be changed later), from WAF2024 onwards
- These are my rules... Announcements to the team
- Assigning shirt numbers

Season planning

From WAF2024 onwards, during budget negotiations you can also carry out your own financial calculations directly, allowing you to set all figures individually. You can change these settings at any time; they have no impact and are intended solely as a reference for you.



If you don't want to use your action points in the game later on for boosts or negotiations (because you consider them unrealistic, for example), you can use them straight at the start of the season when allocating the budget, thereby increasing your financial leeway. The condition is that you're playing with budgets. Keep an eye on the board's confidence here. Particularly on higher difficulty levels, caution is the mother of wisdom.

There is one restriction, however. You cannot negotiate the season's target if you have a flexible budget, i.e. if you're playing without fixed budgets.

Shirts (from WAF2024 onwards)

You can change these at any time later on in the club profile. Please note that you can also choose the colour of the shirt number.

Assistants at the start of the game (from WAF2024 onwards)

Next, you can activate your preferred assistants. If you already know how you want to play the game, this is a good opportunity. Otherwise, you can always change these later via the 'Assistants' button in the menu. Of course, you can also make changes directly in the specific sections for each assistant.

These are my rules...

This section is more for experienced players. As a general rule: making a promise gives you a direct advantage. However, if you fail to keep it later on, you can expect a double negative effect. In the first season of your first game, you can safely just click through this section for now.

You'll find details in Part 3 under 'Rotation', 'Team promises' and 'Player promises'.

Assigning shirt numbers

Here you can assign shirt numbers for the coming season. These cannot be changed afterwards.

1.7. Starting the game – How do the pros / beta testers do it?

Michael/Fischii

It usually takes me 1.5–2 hours before I can start the first week; I always begin by setting up a club, so I need more time than someone who starts in the first division.

Harry / Zeus

In WAF1, I actually got through that in 10 minutes. The biggest time-waster at the start is setting the individual training targets. With WAF2024, it now only takes me 10–15 minutes as well; there isn't much to do in the RL West anyway. Scouting is pointless at the start, because all the players on the transfer list that I scout end up moving in the same phase anyway, so my scouting tends to focus on promising young players.

I start by buying a maximum of 1–2 players, as it's a complete lottery, even if they come with a transfer fee and are from Germany. I don't buy free agents at all; they lose value too often and drag down satisfaction levels.

The rest is just looking for staff, negotiating with sponsors, holding trial days, watching youth training... the usual stuff, really.

TeDeO

I start by choosing a club. What I automate straight away are all the sponsorship negotiations – they can really take up a lot of time. 1–2 transfers in the lowest division, setting tactics, youth development, annual training planning, training camps – that's it. I tend to sort out the department heads later on as well.

Harry / Zeus

I always set the training manually each week as and when needed.

Michael/Fischii

I don't do an annual training plan; I just use my own weekly schedules and tweak them a bit each week depending on what tactics I still need for that week. My weekly schedules are partly based on templates from the internet. I've then tweaked them a bit to suit me better.

Michael/Fischii

First, I check all the menus to see where I still need to take action. Do I need staff, for example? That alone takes up a lot of time. I expand the club grounds straight away to 4 half-pitches and 2 additional training pitches plus changing rooms. When scouting, I start by

looking for strikers and bring in two others on loan. Then I look for players whose contracts are coming to an end and keep an eye on them.

Harry / Zeus

I actually always proceed in this way; the starting point is a club I'm unfamiliar with in Career Mode:

Negotiate with all sponsors as early as possible so that any potential new major sponsors can be taken into account straight away

Line-up: First delete it completely, then sort by actual level and see what sort of starting eleven in which formation should be on the pitch afterwards, and what the bench looks like.

Scouting -> Try to fill gaps and address weaknesses straight away from the transfer market; it's essential to do this right at the start, otherwise some players will already be gone

Hire staff in the following order of priority: U17/U19/reserve team coaches, medical staff, fan relations and marketing staff, then the rest of the staff

Then I go through it screen by screen, start planning the youth scouting day and the season opener, organise the away trips, plan a training camp, check the budgets for fan relations and anything else that catches my eye whilst scrolling through.

I always set training sessions manually; initially, the focus is on counter-pressing, long-range shots, corners and free kicks. Depending on the team's strength relative to the rest of the league, I then focus on more defensive aspects such as the offside trap and counter-attacks; for stronger teams, it's more about dribbling, crosses and low crosses. I set every stat to +80 to start with; if it remains stable there, the other stats will follow suit. Diving is the very last thing on my list.

As soon as the transfer window closes, I set a basic tactic that I think might work. For weaker teams, I go for a more defensive approach; for stronger teams, it's usually attacking football with short passes, although during matches I only switch between neutral (against teams of similar strength), attacking (against weaker teams) or very attacking (against Schalke :P).

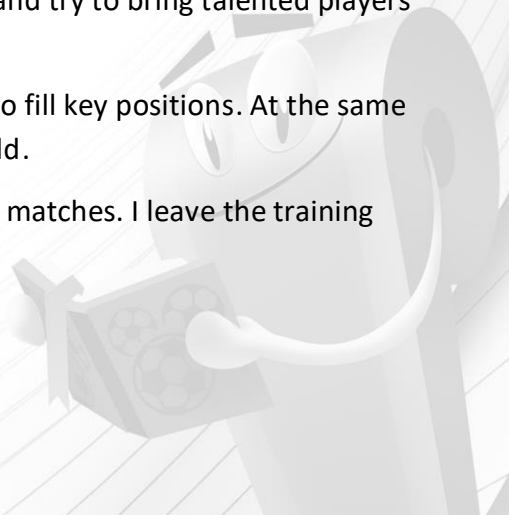
Cpt. Belafonte

I start by selecting the club. Once the game has started, I first activate all the assistants with a single button (thanks for that!).

After that, I have a look at the squad and check whether any contracts are coming to an end. Then I pop over to the reserve team and the youth teams and try to bring talented players through to the first team.

Through scouting, I then identify 1–2 players whom I sign to fill key positions. At the same time, I look to see if there are any players who could be sold.

Next, I move on to planning the training camp and friendly matches. I leave the training parameters as they are.



After that, I need to appoint one or two more department heads and confirm a financial investment, which I dutifully take care of. And then the first competitive match is already upon us.

After the match, I bury myself in the statistics and the other teams' matches. At some point, I carry on with my work, holding talks with my players and visiting injured players throughout the week.

And then it's time for the next match already...

Mike / ekim1991

After selecting the squad, I start with the organisational side of things, such as negotiating with sponsors, recruiting and developing staff, and, depending on the budget, making initial improvements to the club's facilities.

Next, I look at the squad, decide on a playing system and search for 'quick-win' transfers – in other words, positions where I can make improvements fairly quickly and, ideally, on the cheap. That way, I usually get off to a flying start in the first season and then take a closer look at how I can further strengthen the squad and the club.

When it comes to training, I rely on pre-set weekly schedules and only intervene myself if the players' freshness or fitness levels are poor. However, I've also created save files where I only handle the transfer windows and simulate the months in between. That way, you can play through several years in no time at all.



1.8. Weekly schedule and matches

Start of the week

The week always begins with an information screen where you can see your team's upcoming matches at the top.

Weekly focus

First you have to define your weekly focus. This definition only has one function: your assistants will later assign a higher priority to the corresponding appointments in the suggestion list. In the end, the only thing that counts is which appointments you actually arrange and then carry out.

From WAF2024 onwards, you no longer need to click through the individual priorities using arrows; instead, you can view an overview by clicking on the graphic and then select a specific priority. Furthermore, from WAF2024 onwards, you can also change your priority later on the planning screen and see the effects immediately.

Training

You can determine the training by selecting a specific training week. This setting is also only a default that you can change later or only adjust in detail. However, if you are not interested in training, you can play the game successfully with just this one entry.



You can also leave the organisation of the training groups to your assistant. This does not apply to the training itself.

The simplest way to organise training is to set the training weeks under 'Season planning'. This determines the default for the current training week at the start of each week.

Here, too, you can click on a session to view an overview of the individual weeks and then select the one you want. This is only possible for the pre-defined weeks.



If you have created your own weeks later on, the quickest way to access them is via the left-pointing arrow next to the training week.

Special support for players

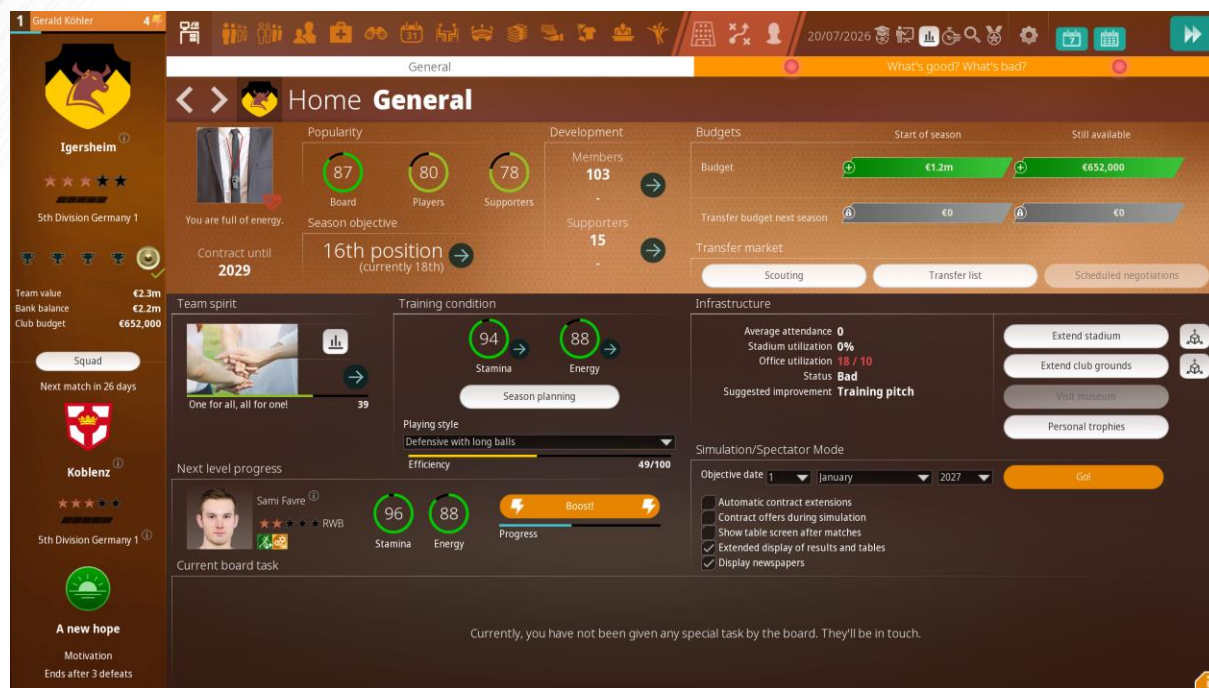
At this point, you can select a player that the coaching staff should take special care of this week. Please note that you should spread your love over as many players as possible so that nobody gets angry.

Finally, if you want, you can boost one of your players. This way, you can ensure that they reach their training goal of learning a certain skill faster! The current progress is displayed in the selection box. Alternatively, you can also use an action point to give the whole team a little boost. More information on action points follows below.



If one of the players has already reached a high percentage in their progress and is close to learning a new attribute, you might be able to get them up to 100 per cent. This gives you an immediate advantage.

Menu



Once you've completed the start of the week, you'll be taken to the main menu. From there, you'll start in the Control Centre. This is where all the key information about your club is summarised. From WAF2024 onwards, you'll also find an additional tab at the top labelled "What's good? What's bad?". If you click on this, you'll get specific details on what's currently going well or badly at your club, allowing you to tackle any issues. For many items, you can click to jump directly to the relevant menu option or a player's profile.



These are marked with a small icon.



As a rule, there are many points listed here where you can make improvements. You don't have to resolve every single issue to be successful. There will always be room for improvement.



You can then access the individual menu items via the menu bar. In WAF and NT, this is at the bottom of the screen; from WAF2024 onwards, it has moved to the top. In Creative mode, the corresponding button replaces the button for Achievements.

On the left are the individual departments, followed by particularly important managerial tools (line-up, tactics, personal settings) and finally more technical aspects such as the

options. In the top right-hand corner, you can exit the menu and return to the game; in WAF and NT, this option was located in the bottom right-hand corner.



The help system is available as a separate tab under “Options”. There you will also find the option to quit the game.

Whilst in WAF and NT each menu item consisted of a long list of options that you could scroll through, from WAF2024 onwards there are now tabs that allow you to switch between the individual sub-items.

In all versions, you can click a menu item multiple times to navigate to a specific sub-section. In WAF, this takes you directly to the relevant position in the list; from WAF2024 onwards, the tabs at the top change. You can also go back by right-clicking. Of course, you can also switch between the tabs using the arrow buttons on the left.

Mini-tutorial to help you get started quickly

A short tutorial is available in the start menu and in the options, which quickly explains the most important aspects of the game.

Overviews of the controller layout and keyboard controls have also been included there.

Colour scheme



In the options, you can switch to Light Mode if you prefer. You can also set the main colour of the interface there.

Assistants

You can delegate many of the tasks in the menu to your assistants. The better the assistant in question, the better these tasks will be carried out. You can find further information on the individual roles in Part 3 under ‘Department Heads’.



In the top right-hand corner, you can also use this button to view an overview of all your enabled and disabled assistants and adjust the relevant settings. It’s a good idea to access this option once when you start the game and set everything up exactly as you’d like it.

From WAF2024 onwards, it is also part of the game start process and you can also enable and disable all assistants here in one go.

Planning the week

Next, you should plan the exact schedule for the week. The planning process consists of three steps.

Firstly, you can arrange appointments yourself from the menu - you will see your most important tasks on the home screen. The appointments are usually organized in the relevant departments of your club.

After leaving the main menu in the weekly planning, your assistants will give you tips on what else is important. The appointment suggestions are divided into the categories "You must...", "You should..." and "You could...". Which category an appointment falls into also depends on your weekly focus. You can also change this at this point from WAF2024 onwards.

Finally, you'll need to organise your training.

You can also play the game entirely through your assistants and 'just' focus on transfers, the line-up and tactics. This is actually the best way to play, especially for beginners.

In summary:

Beginners inform themselves on the home screen, but then continue and select their activities in the weekly planning.

Professionals go directly to the departments in the main menu and take care of their tasks there in advance. In the weekly planning, the assistants then point out any things that may have been overlooked and the weekly plan can be completed accordingly.

Appointment scheduler

As soon as you make an appointment, the appointment planner opens.

There you can move the current appointment with drag & drop as far as permitted. The current appointment is marked by a frame.

If you hold down the mouse button and move the appointment to the arrow fields, you can also change the week. The date then changes at the bottom. You can then set the day and time for the appointment.

If you move the mouse over an appointment, you can delete it by clicking on the X. Mandatory events do not have an X and therefore cannot be deleted (e.g. season ticket sales).

For some appointments, you can also set the duration, e.g. for negotiations.



These appointments are marked with an icon. Simply move the mouse over the top or bottom edge of the appointment. As soon as arrows appear, you can change its duration within certain limits. This will give you, for example, additional rounds of negotiations.



There are also full-day appointments. These are indicated by a special icon.

Appointments can only be set for the current season.

Training

The training screen offers you a wealth of options for managing your team's training.

As there are often numerous skills involved, a tooltip with the exact list appears when you hover your mouse over the training session graphic.

You can set up to two training sessions per day. Simply click on the "+" in a free time slot or on an existing session and then select the desired training type. The effects and the load for the players are displayed directly. An intensity of 1-3 can also be set for each unit. This changes the positive and negative effects to 80, 100 and 120% of the normal effects.



Just above the intensity setting, you can choose who should take part in a session. Either all players train, or only those who have played, or just the reserves.

Tips for using the training screen

You can use drag and drop to set training sessions. If you press SHIFT whilst doing so, you can also swap two sessions. The right mouse button is used to delete scheduled sessions.

If you press SHIFT whilst changing an intensity, it will change for all sessions.

Training weeks

As an alternative to setting individual sessions, you can also set entire training weeks.

You can also create, name and save your own training weeks. These can then be used in other save files.

When saving a training week and when selecting your own training weeks in WAF27 and later versions, you can now easily duplicate sessions by dragging them. If you hold down the SHIFT key whilst doing so, you can also swap two sessions.



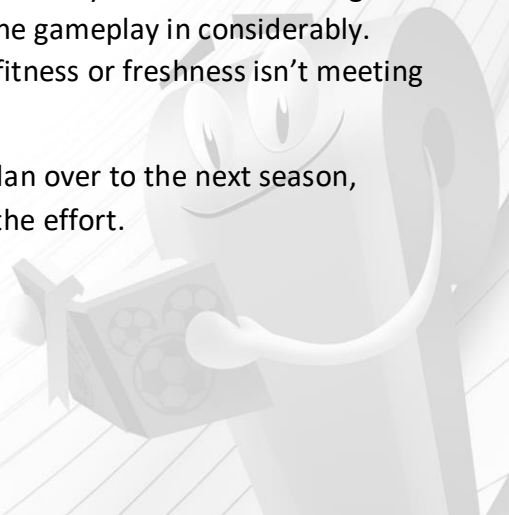
If you'd already installed WAF, you can transfer your old training weeks to WAF2024 or WAF27. Simply search the WAF root directory for the file with the .lineup extension and copy it to the waf2024/7 subdirectory. That's it!

Season planning

An important part of training planning concerns the entire season. You can access this by clicking on 'Season Planning'. Here you can set certain preferences that you would otherwise have to adjust at the start of each week. The advantage of season planning is quite simply that it gives you a better overview, allowing you, for example, to select players more evenly and avoid problems with the rest of the team.

It's best to open this screen once at the start of the season when you've saved a new game and plan through at least half the season. This speeds up the gameplay in considerably. Make adjustments as soon as you notice that your team's fitness or freshness isn't meeting your expectations.

From WAF2024 onwards, you can also carry your season plan over to the next season, allowing you to keep optimising it. So it's definitely worth the effort.



WAF27 now also allows you to use drag-and-drop to copy settings for training weeks, focus areas and player development into future weeks.

You can also swap the order of future weeks by holding down the Shift key.

Weeks that have already passed cannot be changed.

Training groups

The screenshot shows the 'Training planning' screen in WAF2027. The left sidebar displays team details for 'Igersheim', including their league (5th Division Germany 1), team value (€2.3m), bank balance (€2.2m), and club budget (€652,000). The main area is divided into two tabs: 'Regular training' and 'Training week: Customised'. The 'Regular training' tab shows a table of players with columns for MP, SPs, Name, AL, Fo, Skills, Age, Char, Stam, Ener, Sta, and Tal. The 'Training week: Customised' tab shows a table of players with columns for MP, SPs, Name, AL, Fo, Skills, Age, Char, Stam, Ener, Sta, and Tal. The right sidebar shows 'Training groups (1)' with four groups, each containing a list of players and their attributes.

On the training screen, there is also a second tab available for organising training groups. Here, you can assign players using drag-and-drop and then allocate a training week to each individual group. This allows, for example, certain players to follow a fitness programme whilst others focus on refining their tactics.

The green player in the training schedule is the player you are focusing on individually this week (setting from the start of the week).

Red players are currently sidelined. They are still listed so that it is clear which group they will train in upon their return.

Training progress

At the end of each week or after a match, you will be shown a screen that displays the progress of the players. Here you can also see which players are about to be upgraded and give them further targeted support. You can also find this screen in the main menu under "1st team).

You can also see at a glance how your players and your team have developed since the last game or in the last week. Both training and matches are included in the progress. White ends on the bars show a positive development, red bars show a deterioration.

A tooltip displays the absolute value both in the list and for the individual tactics.

Weekly progress

The weekly schedule shows you the events of the week. As soon as a decision needs to be made, an appointment is due or any other action is required of you, the schedule is interrupted.



In the options, you can adjust the speed at which the weekly schedule runs, as well as the display duration of events via the 'Text speed' option.



Should you nevertheless have missed an event, from WAF2024 onwards you can access a list of all events for the current week by clicking the 'Current week's event overview' button in the top right-hand corner. You can also set this to display automatically at the weekend via an option.

Line-up

Your first match day has arrived. You can now set your line-up for the upcoming match.

Simply drag and drop the players you want from the player list on the right onto the pitch.

You can also move players around within the list. On the pitch itself, you can drag and drop existing players into new positions or swap their positions.

The line-up consists of 11 players and 9 substitutes.

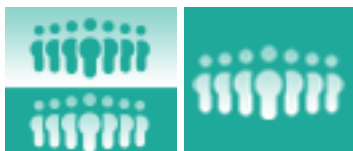
On the pitch, you can move your players around as you wish by holding down the left mouse button. The number in the circle shows you how strong a player is in their current position.

The circle around the player's actual level is a special UI feature and indicates their fitness; you'll notice this most clearly when it's coloured yellow or red, signalling potential problems.

Green is good, yellow is so-so, and you'd be better off substituting red players or not selecting them in the first place.

The colour of the position, on the other hand, indicates whether a player is playing in their main position (white), their secondary position (blue) or is being deployed in a completely different position (red).

On the right, you can see your starting line-up. You can drag these players from the bench onto the pitch, thereby replacing a player who was previously in the starting line-up.



Using the 'Line-up' buttons in the top right-hand corner of the pitch, you can also view your opponent's line-up at the same time and adjust your own line-up accordingly. From WAF2024 Update 1 onwards, there is a third option here which displays the exact areas of the players' positions in the background, making it easier to position the players.



At the bottom left of the pitch, you can change your basic formation. The players already selected will be rearranged as best as possible. Alternatively, you can keep the current basic formation and simply move the players around the pitch using drag and drop. You can then continue.

If you wish, you can also save your changes as a new default formation and use it again and again later.

However, it's much easier if you let your assistant manager do the work. To do this, simply click on 'Assistant does the complete line-up'.



'Assistant does the complete line-up' (in WAF and NT: 'Assistant manager makes everything') includes the bench and team tasks. Assistant manager settings on other screens are not affected by this (tactics and motivation).

All automatic functions only take effect once you resume the match. They do not function immediately upon activation, to ensure your settings are not overwritten.

Rule-based line-up

Here you can give your assistant manager certain guidelines as to how he/she should organise the line-up. If two players are close to each other, this rule will be the deciding factor. You can define what is close enough for a substitution yourself via your settings under "Effect". Before starting a simulation, please make sure to switch off any particularly restrictive rules.

Delegate team tasks

Here you can distribute various tasks within your team. This concerns the execution of the various set pieces, the roles of captain and defence chief and the determination of which outfield player should go into goal in an emergency.

Tactical settings

You can set your tactics in two steps. The first step involves general settings for your team. The second step, which takes place just before the match, involves individual settings for your next opponent, combined with additional motivation options.

You can then still change the tactics during the match and at half-time.

General Tactics

In the tactics menu, you can prepare your team for the next opponent. On the left, you can first select a broad playing philosophy, which will determine your options for the remaining settings. Consequently, some of these are restricted accordingly. The playing philosophy is perhaps the most important setting on this screen; it sets the direction. The specific

approach within that philosophy is also important, but you can vary this from match to match.

Pressing and counter-pressing should be very precisely tailored to the game philosophy. Otherwise, you can set a number of tactical priorities, which your team will then be able to implement to a greater or lesser extent depending on their fitness levels.

The selection whether you should attack mainly through the middle or on the wings should support your strengths. This can pay off in the game. The team that currently has an advantage in each of the 5 areas is displayed. The number below indicates this advantage from your point of view.



To achieve an even distribution across all areas in wing play without fiddling about, simply move all five sliders up or down uniformly.

Match instructions



On the second screen, you can then fine-tune your strategy for the next opponent and prepare your team for what to expect. Here, you can also select and edit the rehearsed attacks once again.

This screen was newly added for WAF27; prior to that, some of the settings could be found, for example, on the motivation screen.

When selecting the intensity level, you must always take the referee into account; otherwise, it may backfire and you could suddenly find yourself playing with fewer players.

The right level of effort is crucial. The rule here is: as much as necessary, but as little as possible. Over the course of a long season, it's important to conserve energy, particularly in large leagues with many teams and a heavy international schedule. New in WAF27 is the

option to define rules according to which the level of effort is then automatically adjusted later in the game.

Up until WAF, effort had too few negative effects. So if you want to make the game more challenging, you can simply avoid playing with high effort all the time and only increase it in specific matches or phases of play.

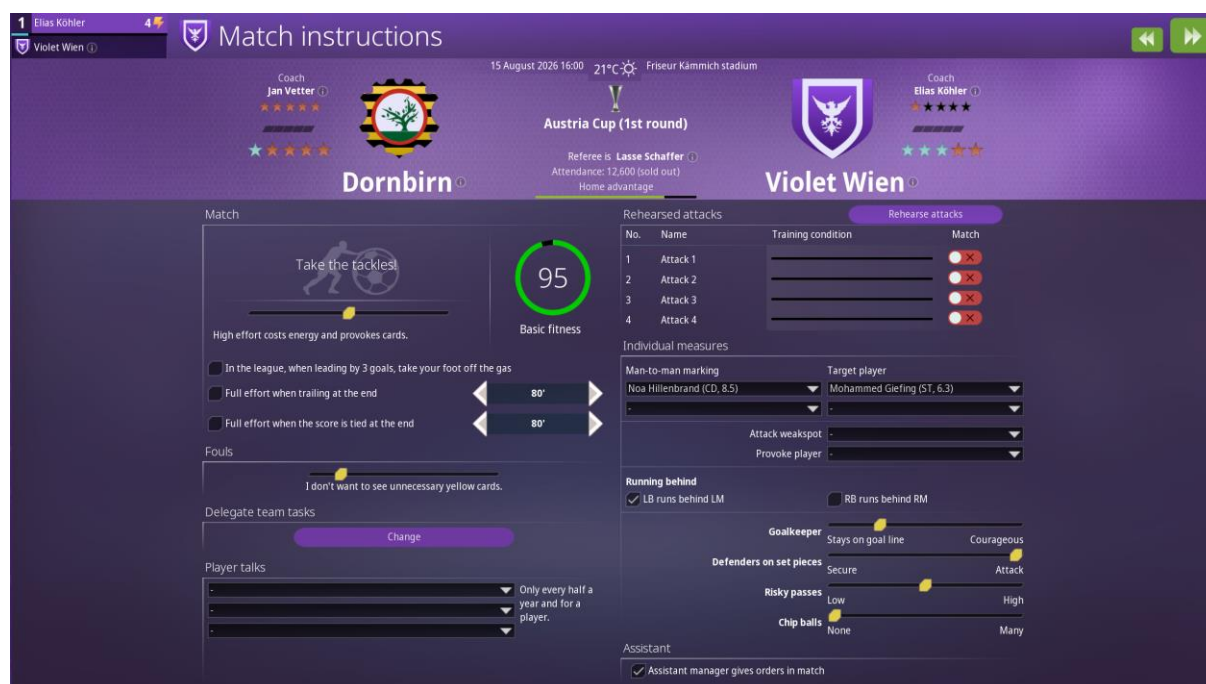
The effects are now significantly stronger, and players' fitness suffers if effort levels are too high. Furthermore, there are, of course, additional yellow and red cards.

New in WAF27 are various tactical options that can be used, for example, to influence the behaviour of the wingers, the goalkeeper or the defenders.

Motivation / Approach to the opponent

Finally, you can select a motivational speech and offer additional incentives to ensure the players really give their all.

You can also choose to resort to questionable tactics during home matches.



The floodlights take the longest when the game is interrupted, followed by the sprinkler and then the ordered speedster. In any case, your opponent will be irritated and lose the flow of the game. This is an illegal action that will result in hefty penalties, especially if it happens frequently.

Not repairing or watering the pitch are not the worst ideas when you are up against a stronger opponent.

Only up to NT: Finally, you can make the pitch even narrower to restrict the options of opponents who often attack from the wings. This makes the game tight and provokes misplaced passes. You can still see the old lines during the match for comparison...

Match calculation

In all versions of WE ARE FOOTBALL, there is only one match calculation. Whether you play with or without scene display, or at a fast or slow pace, none of this affects the result.



During the match, in the bottom left-hand corner (or bottom right-hand corner in WAF and NT), you have full control over the scenes and the flow of the match. There, you can first set the length of the scenes, as well as the speed at which the match minutes progress, the speed of the scenes being shown, and the duration for which information is displayed during the scene.



There are also two buttons available that provide further details. The first opens the actual 3D match options for your own game (or for all user players in multiplayer mode), whilst the other opens the conference mode button for the automatic display of scenes from other matches.

When a scene is playing, you can use the numbers 1-9 to switch between different perspectives. Feel free to switch through all the options. Press 0 to switch between two different headers. You can find a detailed overview of all the options in Part 3 under "Keyboard layout".

Pause

Very important: You can pause the game at the top right (WAF: bottom right). It is best to use this right away to optimize the game speed for you.

Alternatively you can use SPACE for this. This is also possible during a scene, in which case the game ends at the end of the current scene (in multiplayer mode at the end of the current minute of the game, i.e. there can theoretically be other scenes).

Match display speed

If you switch off the scenes and set "Speed" to full speed, the match will be calculated in a few seconds (depending on how many other matches are calculated simultaneously).

You can also shorten the scenes shown, in which case the beginning of the scene (usually the part in midfield) will not be shown. For many scenes, this means that they are a few seconds shorter. Over the course of the season, this adds up to a significantly accelerated season, especially with several players.

Using the 'Fans' option in the 3D match settings, you can turn fan chants (available as audio from WAF2024 onwards) on and off.

WAF2024 only: You can save time during the scenes by slightly increasing their playback speed and switching off the action boxes. In general, the attacks are much smoother without the intermediate action boxes, so it's best to try out both variants.

In the top right-hand corner, from WAF27 onwards, you can also speed up the current match directly. It will then play at maximum speed.

Conference mode

If you activate the conference mode, you will be shown scenes from the other selected matches in the league in addition to your own match. You can define a number of rules for the conference to maximise the excitement. Of course, the conference mode works best when there is still something at stake on the last match day.

Options for intervention / Manager shouts

Sometimes you can intervene directly in the match. In these cases, you should take a close look at the match situation and then make a decision based on the skills of the player with the ball or the skills of the players in promising positions.



For the start, you have as much time as you want for your intervention, but you can also make this more demanding by limiting your reaction time to 3 seconds. This is actually how it is intended.

Match calculation

The random generator in WAF and NT works on the basis of a starting value and is then purely mathematical. This means that there are always same random numbers determined. You can simply imagine this as a long series of numbers in which the next number is always used when a random decision is made in the game.

This has the advantage that the game always runs the same after a restart with the same actions. Any problems can therefore always be traced by us when we look at a save game. This allows us to help you much faster and better, if a problem occurs. Otherwise, we need the right amount of luck or bad luck to reproduce the same situation again.



The "Reinitialise random generator" option, which you can find in the options, provides a remedy. After a click, the random generator is reinitialised and all subsequent events run completely differently. You can use this for yourself, but if you do not save immediately afterwards, we will no longer be able to track the events of the coming week.

Even without this function, games run differently at the end of the week if, for example, you change an appointment somewhere during the week that also uses random numbers. Different numbers are then also used for the following match.

This is no longer necessary from WAF2024 onwards. The equal calculation was often criticised by users in the past, so that from WAF2024 onwards the results are now directly different with every recalculation.

Half-time

Now is the perfect time to really rouse your players once more. If you wish, you can get support from an external motivational speaker. Hopefully, they'll give entertaining speeches designed to motivate your team. So always turn up your speakers beforehand. In the options, you can even choose between different speakers (WAF and NT) or German/English (WAF2024/27).

You can listen to the end of a speech or cancel it at any time.

Substitutions

When your assistant manager makes a substitution, they will tell you why they decided to make this change in the match ticker from WAF2024 onwards.

League table

In WAF and NT, a section of the league table is displayed during the match. From WAF2024 onwards, the league table is only available via the side menus (top right) or as an alternative to the live ticker.



You can also call up a complete table using the "Table" button or the "T" key.

After the matchday

After the matchday, the league table is usually displayed; following cup matches, the other results are shown. There, you can also switch between all competitions and view match reports for other teams.

From WAF2024 onwards, you'll also be able to rewatch the goals in the match reports by clicking on the camera icons.

WAF27 introduces a new feature allowing you to switch to other matchdays. This enables you, for one thing, to track the league position of individual teams over time, and, for another, to check upcoming matchdays in advance.

Sometimes you also have to give an interview at this point, but this depends on how interesting your club is for the press at the time. This is followed by the media screens, which contain interesting statistics as well as newspaper headlines.

If nothing else happens, it's on to the next week.



1.9. Preparing a score for future matches

It is advisable to prepare a savegame right at the beginning, which you can then save as a starting point and reuse later. We recommend the following steps:

Family: If you want to play with your real family, then take the time to model your family members realistically.

Players: As soon as you are in the main menu, go to the player profile (e.g. via "1st team" and "2nd team") and use the button in the top right-hand corner to change the names of the players in your club so that they correspond to the real players (simply jump between the players using the arrows in the top left-hand corner). If you are founding a club, you can enter your friends here, for example.

If you change the player names, you can also set corresponding hobbies directly if you wish. You can find information on hobbies in part 3.

Clubs: Go to the table and change the club names of your league via the club profiles. There is now a table button in WAF2024 directly under "1st team".

If you play in the first league, it is advisable to change this for the second league as well, so that the promoted teams also have real names. Otherwise, you may have to change them again later for each save game.

Player pictures and crests: You can easily integrate these into your savegame by downloading them from the Internet, for example, and then copying them into the \players or \badges directory. You can find details on this in Part 4. Of course, you can also simply copy your player pictures and badges from many other old managers into the \players or \badges directory. It is only important that the file name of the badges matches your team name in the game and that the format is compatible. You can also make this change at any time later and it will also take effect for save games that have already been started.

Personal: Set the appointments that should be automatically scheduled for you each week, e.g. sports.

Wing menus: Select your 6 favourites from the statistics (on 16:9 screens, open these with TAB or the 3rd mouse button).

Options: Set all options in the game the way you want them. The same applies to the preferences for the assistants.

Then save the savegame immediately under a separate name, e.g. "Start", so that it is not accidentally overwritten later by other autosaves.



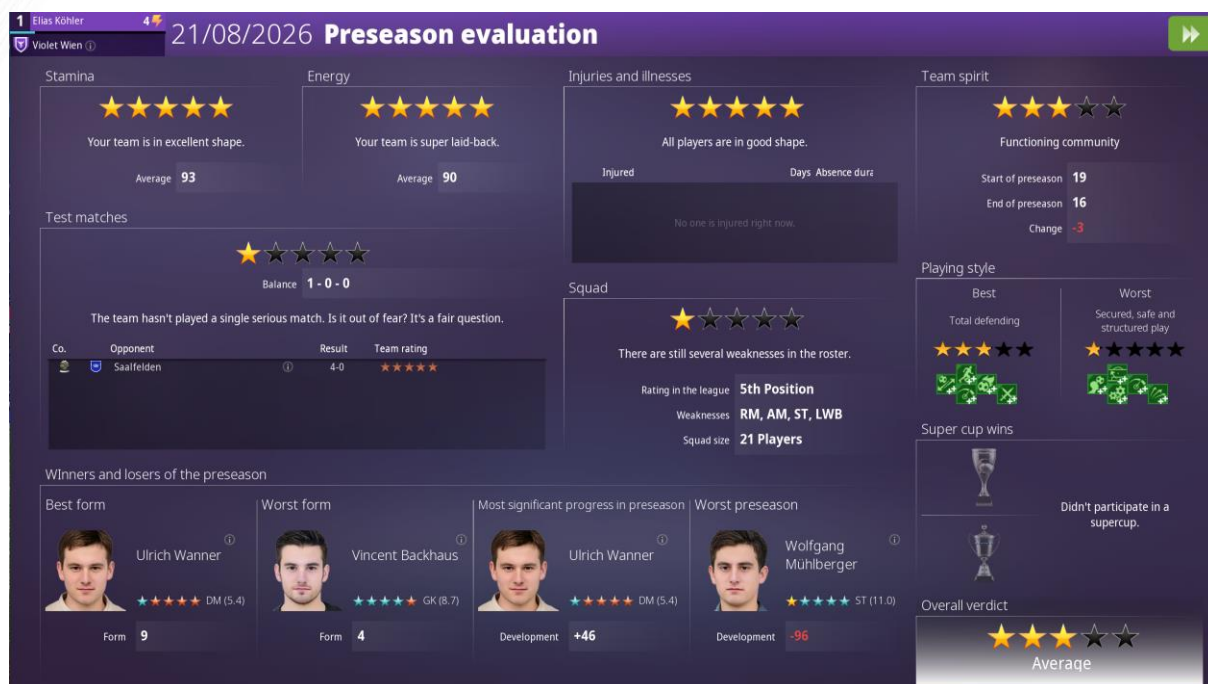
If you want, you can even go one step further and schedule a friendly match, play it and set the 3D match options during the match and then select your optimum setting for the transfers (this will also be saved). Then you're all set!

1.10. Season progression

A season consists of various phases.

Pre-season

It all starts with pre-season. This lasts for varying lengths of time depending on the country; the domestic super cup is often played during this phase. From WAF2024 onwards, there will also be an international super cup in Europe.



For WAF27, two additional end screens have been added – one for the club and one for the league.

Preliminary round

Then usually the first half of the season is played, although there are also special modes here in different countries (e.g. there may be more than 2 rounds or the second round may be followed by further matches).

Transfer periods

There are two transfer periods per season, one from 1 July to 31 August and one from 1 January to 31 January. A player may only change clubs within these windows. If negotiations take place in between, a transfer can take place at the earliest when the next window opens. Each transfer period ends with the deadline day, on which there are still a few available on the market. A special screen with a countdown is usually displayed for this purpose. In rare cases, if there are no suitable offers at all, this game element is cancelled.

Level updates

Players are re-evaluated twice a season and you can find out in detail who has improved or deteriorated and why. A special screen opens two months after the closure of the transfer

period. The dates are therefore around 30 September and 31 March, depending on the position of the match days.

These adjustments can be made for a variety of reasons. The respective reason is also displayed for each player, examples include

- Incomplete scouting
- Time spent in action
- Goals scored
- Goal assists
- Super players have reached a new level

All players who were transferred in the last transfer window are rated. They are then considered fully scouted. Existing players have a 10% chance of also being re-evaluated. Players with a level of 15 or higher also have the chance of a bonus promotion to a whole new level.

All players are displayed in the list on the left and then highlighted when a re-evaluation is due. The others are skipped.

Players with a positive effect are highlighted in green, those with a negative effect in red. This allows you to see at the end whether you have been lucky or unlucky. The following effects are possible:

- Level +/-
- Progress to the next level +/-
- Training progress +/-
- New strength / weakness

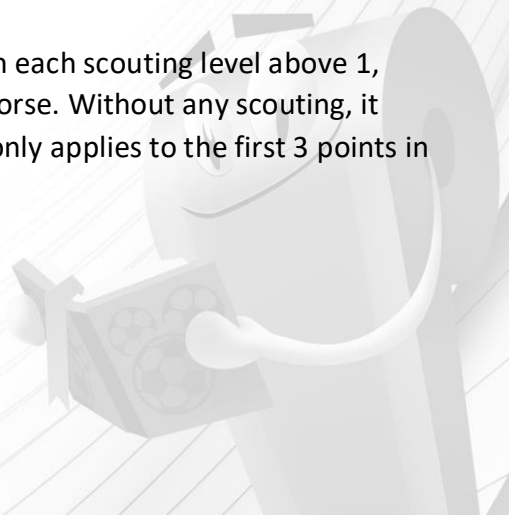
If no player is affected, the screen is skipped.

For fully scouted players, the probability of a change is initially 20%. In these cases there is a bonus:

Same country	10% per league level difference
<0.15	50% per league level difference
<0.3	40% per league level difference
<0.5	30% per league level difference
Else	20% per league level difference

With every missing scouting level above 1 (starting with "good"), this probability increases by a further 8%.

With full scouting, the chances of + or - are 50% each. With each scouting level above 1, however, the probability changes by 5% in favour of the worse. Without any scouting, it drops to 10:90, i.e. you are almost always in trouble. This only applies to the first 3 points in the table below.





The results are calculated 14 days in advance so that you cannot restart corrections multiple times.

As regards scouting, the exact effects are as follows:

10% Level+ Level- (Form<4) for downgrading or (Form>6) for upgrading are required Not if the player is fully scouted!	Level symbol is displayed, then the new one with +1 or -1.
25%, plus -1% for each scouting level. Otherwise discard. Progress level from 30-70%. Max. 99%. Loss of 30-70%. Min 0%. No level gain or loss. (Form<4) or (Form>6) are prerequisites, the change must be at least 10%, otherwise it is discarded.	Percentage value and old and new bars are displayed.
25%, plus -1% for each scouting level. Otherwise discard. Progress skill from 30-70%. Max. 99%. Loss of 30-70%. Min 0%. No loss of skill. (Form<4) or (Form>6) are prerequisites, the change must be at least 10%, otherwise it is discarded.	Skill symbol is displayed, percentage value and old and new bars are displayed.
20% A new weakness can be added. With 10%, the player receives a weakness; any neutral (!) skill that is at least 50% relevant to the main position is selected. => Expires if 6 skills are already occupied.	Weakness is displayed.
20% A new strength can be added. At 10%, the player receives a new skill; any skill that is at least 50% relevant to the main position and currently neutral is selected.	Strength is displayed.
Additional and permanent Players from level 15 can be promoted for great performances. Important: Form>8. 2 weeks ago and now. Last game played. Fitness>80. Probability at level 15 => 15% Probability at level 16 => 10% Probability at level 17 => 8% Probability at level 18 => 6%	Level symbol is displayed, then the new one with +1 or -1.

Probability at level 19 => 4%
This is also possible for players who have not been transferred!

There are also some special queries:

Player plays a surprisingly large number of games => time in action

Maximum target: 95%, discard if starting value >90%. Minimum number of games team: 4

(player is not in the top 20) and (>20% of the playing time played) and (at least average marks)

Progress level => Random(10)+3% plus 3% per 10% playing time



Random(10) stands for a random number between 0 and 9. Random(2) is therefore 0 or 1 with 50% in each case. Random(100)+1 is a number between 1 and 100.

(player is not in the top 14) and (>50% of the playing time played) and (grade point average better than 4)

Progress level => Random(10)+3% plus 1% per 10% playing time

Player plays surprisingly few games => playing time

Maximum target: 5%, discard if start value <10%. Minimum number of games team: 4

(player is top 9) and (<50% of playing time played) and (less than 2 weeks injured) and (German marking average >2.8) and (not >1st goalkeeper)

Progress level => -(Random(10)+3)% and additionally -5% per 10% playing time below 70

(player is top 10-18) and (<20% of playing time played) and (injured for less than 2 weeks) and (German marking average >2.8) and (not >1st goalkeeper)

Progress level => -(Random(10)+3)% and additionally -2% per started 10% playing time under 60

Player scores a surprising number of goals => Goals scored

Maximum target: 95%, discard if starting value >90% (for both level and skills). Minimum number of games team: 4

Here we look at the distance between the player and the maximum level in the league. All non-strikers only need to score 80% of the goals.

Players must have been used in >50% of games and have >25% playing time. The minimum number of goals is 3.

- 0 Average >1 Tuning: /1.05
- 1 Average >0.9
- 2 Average >0.8
- 3 Average >0.7
- 4 Average >0.6



5 Average>0.5
6 or more Average>0.45

If (player trains goal scoring or shooting technique or shooting power)

Progress Skill => Random(10)+5% plus 3% for every 0.1 above the minimum average

Else

Progress Level => Random(10)+3% plus 3% for every 0.1 above the minimum average started

Endif

Player scores surprisingly few goals => Goals scored

Maximum target: 5%, discard at starting value <10% (both for level and skills). Minimum number of games team: 4

Here, too, we look at the distance between the player and the maximum level in the league. However, the value only affects strikers. The wingers, hanging strikers and OMs need half the number of goals. There are no negative consequences for all other positions.

0 Average<0.35 Tuning: *0.95
1 Average<0.3
2 Average<0.25
3 Average<0.2
4 Average<0.15
5 Average<0.1
6 or more Average<0.05

Players must have played in >50% of games and have a playing time of >25%.

If (player trains goal scoring or shooting technique or shooting power)

Progress Skill => -(Random(10)+5)% and additionally -3% per 0.1 below the minimum average started

Else

Progress Level => -(Random(10)+3)% plus -3% for every 0.1 below the minimum average started

Endif

Players with many assists

Like goals, but multiplied by a factor of 1.2. This only applies to ST, RA, LA, AM and CM.

Players with few assists

As goals, but multiplied by a factor of 1.2. This only applies to ST, RA, LA, AM and CM.

Reasons for upgrading and downgrading goalkeepers and outfield players

Progress level => Random(10)+3% plus 3% per 10% playing time

Maximum target: 95%, discard if starting value >90%

(>10 games played in full) and (always at least one goal conceded) and (goalkeeper/defence)

Never without conceding a goal

(>10 games played in full) and (>50% with >2 goals conceded) and (goalkeeper/defence)
Many games with many goals conceded

Team: Strongest 1/3 X=75

Team: 2/3 X=65

Team: Back 1/3 X=50

(>20 games played completely) and (>X% to 0) and (TW/defence)

Many clean sheets



The following adjustments were made for WAF2024:

- Upgrades and downgrades also apply to AI clubs
- Greater emphasis on talent in level adjustments
- Upgrades for human players are now linked to the difficulty level under 'Training'
- Level changes resulting from goals and assists for users and the AI are now better aligned with player levels – (better players need more of them)
- Upgrades for goalkeepers and defenders following numerous clean sheets
- Age-related negative effects on player development now kick in slightly earlier

The following changes were added for WAF27:

- Increases of over 100% are possible
- Improved visual presentation and improved timing

National teams

For the national teams, three weeks are normally reserved for matches during the season. In these three weeks you then have 1 friendly match and 5 qualifying matches per season.

Final phase of the season

Once the championship has been decided, usually the cup finals take place.

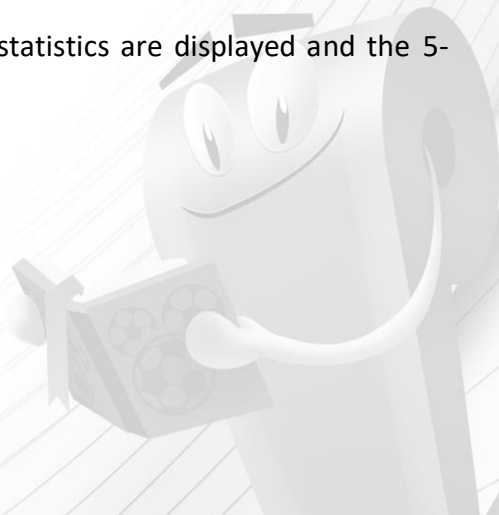
You can then round off the season with your team. However, if there is a continental or world championship in the respective year, this will be played now. In even-numbered years, continental and world championships are held at the end of the season in June for men, and in odd-numbered years for women.

End of the season

At the end of the season, a plethora of screens with all kinds of information are displayed.

Clubs and players are honoured for their achievements, statistics are displayed and the 5-year ranking is updated.

Then it's on to the next season.



2. Part 2 – KEY STATISTICS

2.1. Player stats

In order to play WE ARE FOOTBALL 2024 optimally, it is very important to understand some key basic concepts.

You can find a good overview of most of the values in the player profile. You can switch between several screens at the top:

- General
- Motivation (from NT)
- Training progress (from WAF2024 onwards, previously a pop-up)
- Personal (from WAF2024 onwards)
- Season
- Career (significantly improved for WAF2024)

Under "Season", you can see how a player has performed so far this season. "Career" shows you, among other things, the player's long-term development. This allows you to see whether the player is still improving or has already reached or passed his career peak.

Under "Clubs" at WAF2024 you can now switch between "Clubs", "All" and "League only".

The small statistics below have also been expanded here at WAF2024. Additionally there is here:

- Progress per week
- Development Progress
- Development training impression
- Detailed marks

Player levels

All players have a level. It is the most important single value to determine their quality as footballers. The normal level system ranges from 1-15 and the level is represented by stars.

There are also 5 special levels at the top, which are increasingly difficult to reach. The maximum level is therefore 20. For the display on the screen, we use up to 5 stars for the level, which are represented by three different coloured groups.

★★★★★ Levels 1–5 have bronze stars.

★★★★★ Levels 6–10 have silver stars.

★★★★★ Levels 11–15 have gold stars.

The level improves almost exclusively through performance in matches. The skills, on the other hand, such as heading, are developed by the players in training.



Values from 1-15 can be set in the editor. However, level 15 is reserved for absolutely exceptional players (no more than 2-4 in the entire data set).

The highest levels can only be reached in the absolute top leagues. In all other leagues, there are limits beyond which players only develop very slowly.

In addition there are 5 bonus levels:



Levels 16–20 are marked with coloured stars.

Highest career level

The highest career value is the highest level this player has reached in their career to date. If the player is still reasonably young, this indicates rapid potential for improvement. Typically, the level drops due to injuries, severe form crises or simply due to age at the end of a career.

The highest career value is displayed in the profile under the current level, for example, as a smaller display with stars if it does not correspond to the current value. It is also highlighted under "Career".

If the highest career value deviates significantly from the current value, this indicates strong potential, provided the player is not yet too old.

The selling clubs are aware of a player's past and therefore try to demand more than would otherwise be appropriate. The signing therefore represents both a risk and an opportunity.

Actual level (AS)

The level, skills, satisfaction and current position determine the Actual level of a player.

The form must always be viewed separately and must also be taken into account (see below).

Effect of skills on player level

The number of skills that players can use in a position influences the actual level of the player in that position. The higher the level, the more positive skills are required to ensure that the player's actual level is higher than the level.

Increased effects of dissatisfaction on the actual level - from WAF2024 onwards

The actual level increases by 0.2 or 0.1 if the player is happy/very happy.

If the player is unhappy or wants to leave, 1 or 2 points are deducted from the level.

Dissatisfaction therefore has a much stronger effect than in the past.

As soon as such a change takes effect, it is indicated in the player profile by an exclamation mark in the rating circle. Under Happiness, a smiley face also emphasises the current status.



This effect is not included in the actual level displayed within the circle or in lists, but is always shown separately (in the same way as form). Otherwise, this would be extremely confusing, for example, with regard to transfers.

Positions – from WAF onwards

Each player has one main position and up to two secondary positions.

New positions can be learnt by playing in the game and through targeted training. The new desired position can be set in the player profile. However, training alone is difficult, in this case 11 versus 11 is the most effective form.

If the player is a flexible type, learning will take around 10-15 matches; for very inflexible players it will take around 25 matches.



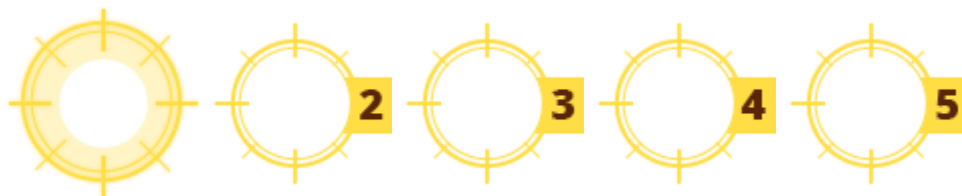
It's not a problem if a player has to fill in at other positions whilst learning. Progress in learning a new position is saved and only decreases slowly if you interrupt the learning process.

Skills

Each player can have up to 6 strengths and/or weaknesses. These are each indicated by a coloured graphic.

Each strength and/or weakness of an ability can exist in 2 positive and 2 negative gradations.

A player's skills improve primarily during training. Each player should therefore always have a specific training goal. Up to five training goals can be set for each player, which they then try to achieve one after the other.



If a player has a certain weakness, this must first be eliminated before it can be converted into a strength. All levels of an ability must be learnt one after the other.

The weaknesses are always in the inner circle.

Some skills build on each other. Each player has an individual matrix with which they can learn skills.

The career must therefore be well planned in order to maximise the player's skills.

The player's position also plays a key role in this, as only skill that can be used in the respective position will affect their actual level.

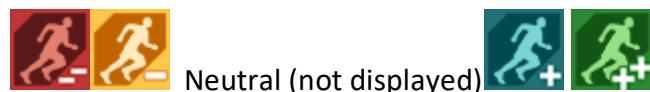
	LAV	RAV	IV	LI	DM	LM	RM	ZM	OM	LA	RA	HS	ST
Acceleration	1	1	1	0.75	1	0.75	0.75	1	1	1	1	1	1
Build-up play	1	1	1	1	1								
Stamina	0.5	0.5	0.5	0.5	1	1	1	1	1	1	1	0.75	0.75
Robustness	0.5	0.5	0.75	0.75	1	0.75	0.75	1	1	0.75	0.75	1	1
Ball wins	1	1	1	1	1	0.75	0.75	0.5	0.5	0.25	0.25	0.5	0.5
Dribbling						0.75	0.75	1	1	1	1	1	0.75
Solo run									0.5	0.75	0.75	1	1
Crosses	1	1				1	1	0.25	0.25	1	1	0.25	0.25
Headers	0.25	0.25	1	1	1	0.25	0.25	0.5	0.5	0.25	0.25	0.75	1
Creativity	0.25	0.25	0.25	0.25	0.25	0.5	0.5	1	1	1	1	0.75	0.75
Short passes	0.5	0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	0.5	0.75	0.5
Long passes	0.5	0.5	0.75	0.75	1	0.75	0.75	1	1	0.5	0.5	0.5	
Marking	0.5	0.5	1	0.25	1	0.25	0.25	0.25					
Speed	1	1	1	1	0.75	1	1	1	1	1	1	1	1
Shot power	0.25	0.25	0.5	0.5	0.75	0.5	0.5	1	1	0.5	0.5	1	1
Shot technique	0.25	0.25	0.5	0.5	0.75	0.5	0.5	1	1	0.5	0.5	1	1
Anticipation	0.75	0.75	1	1	1	0.5	0.5	0.5	0.25			0.25	0.25
Technique	0.5	0.5	0.5	0.5	0.75	0.75	0.75	1	1	0.75	0.75	1	1
Finishing					0.25	0.5	0.5	0.5	0.75	0.5	0.5	0.75	1
Overview	0.5	0.5	1	1	1	0.25	0.25	1	1	0.25	0.25	0.5	0.25
Volleys			0.25	0.25	0.5			0.5	0.75	0.25	0.25	1	1
Tackling	1	1	1	1	1	0.5	0.5	0.5					

There are a total of 25 skills for outfield players and 11 skills for goalkeepers in the game.



From WAF2024 onwards, the exact effects of a skill on the current position will also be displayed as a tooltip in the development matrix.

Each skill can exist in 5 levels ranging from -2 to +2. The different levels are illustrated here using 'Speed' as an example.



Which and how many skills a player can learn depends on their talent. The higher the talent, the more options are available for player development. You can find the exact figures below under "Talent". You can view the player's options at any time in the profile under "Change training goal".



Using your action points, you can boost a player at the start of the week or via their profile under 'Change Training Goal' to help them reach their skill target more easily.

How long it takes to learn a skill varies depending on the skill (1= fast, 2= medium, 3= slow) and depends not only on the talent value but also on the age and size of the player.

Skill	Learnability	Age-dependent	Height-dependent
Goal kicks	1		
Throw-outs	1		
Active participation	1	X	
Acceleration	3	X	
Build-up play	2	X	
Stamina	2	X	
Robustness	2		
Ball wins	2		
Dribbling	3	X	
Corners	2		
Solo run	2		
One on one	2		
Throw-ins	2		
Penalties	2		
Penalties goalkeeper	2		
Catching	3		X
Punching	1		
Crosses	3		
Freekicks	3		
Freekicks goalkeeper	2		
Rushing out	3		X
Headers	2		X
Creativity	3	X	
Short passes	3		
Long passes	2		
Marking	2		
Saves	2	X	X
Reflexes	3	X	
Speed	3	X	
Shot power	2		
Shot technique	3	X	
Anticipation	3		
Technique	3	X	
Finishing	3	X	
Tackling	2	X	
Volleys	3		
Duels	2		

New in WAF2024 onwards is the option to re-roll a player's training opportunities in exchange for 3 action points. You'll find this option at the bottom right of the player profile, under training objectives.



Form

A player's form is made up of the marks from the last 6 games. For players who do not play, a weekly training mark is determined, which is then also included in the form.

The form can be between 0 and 10. There are 5 settings in the editor for the start of the game, which are then converted to average form values.

Generally speaking, form is more important than in many other football managers, so crises are more significant.

For development, it is important that players fill their upgrade bar as quickly as possible in order to reach the next level. A good form value is absolutely essential for this!

The better a player is, the better his marks and training performances must be in order for him to climb further. Really good players therefore need really good marks if they want to get even better. This applies in particular to all levels above 9.

Example: A 10 with 2x 3.5 marks (German system) loses form, a 1 with 2x 3.5 marks gains form. In training, however, all players are treated equally.

If a 10 trains well, he trains well at this high level. If a 1 player trains well, this refers to his weak level.

If the player is below his normal form, he plays weaker than his level indicates. In addition, a so-called devaluation counter climbs. If the player's form is permanently poor, his playing level drops and his form is relativised.

On the other hand, if the player is above his normal form, the revaluation counter climbs. If this exceeds a certain limit, an upgrade is made, i.e. the player's level increases and an additional star is added.

These level changes are presented directly and later summarised for a specific season phase on the so-called New player evaluations screen.

This screen is displayed every 6 months. A player can lose and regain a level during this time. In rare cases players can also gain or lose 2 or more levels in one go.

Important: If the player has previously reached a 'Highest career value' that exceeds their current tier, this can be regained with approximately 30 per cent of the points that would otherwise be required. This also applies across multiple tiers. When making a transfer, you as the manager must therefore ask yourself whether you can bring the player back to their former level. The difference is factored into the player's price, depending on their age. Younger players are generally considered more likely to make a comeback, so they largely retain their value. Older players, on the other hand, may offer potential that is not fully reflected in their price.

If you wish, you can view the player with the greatest progress towards the next upgrade from WAF2024 onwards via a side menu by selecting the relevant statistic. Alternatively, you can find this player in the Headquarters. There, they can also be boosted directly, allowing you to quickly take them to the next level by using action points.

In addition to talent, the age of the player also affects the upgrades. For every year under 25, there is a 3% bonus. An 18-year-old therefore only has to gain 79% of the normal points for an upgrade. Over 30, 5% is added per year. This means that a 34-year-old has to score 20% more points in comparison and therefore learns much more slowly.

If a player trains poorly despite playing well, he will be penalised, which will also affect his form. However, a player who plays all the time is not expected to train as much as the other players.

A devaluation is not carried out if the player's last mark was above the minimum mark. A long-term weakness is therefore not penalised when the last performance was good.

How does a player in poor form get out of a crisis?

- Hard training, i.e. improving fitness
- Forcing luck, a sense of achievement; i.e. keep pushing hard
- Trust from the manager; e.g. by being selected for promotion at the start of the week
- Short performances without major problems; just let them play for a few minutes at the end of a match
- Realistic, positive discussions and encouragement at half-time

In general: Willpower is required at the bottom. It helps if a player has accompanying qualities such as high talent (good grades) or a strong character (training bonuses).

Talent

Every player has a talent rating. There are players without any particular talent, and, building on that, there are 5 levels:

Level	Talent	Attribute options for outfield players	Attribute options for goalkeepers
	No special talent	8	8
	Talent	12	12
	Hot prospect	18	15
	Huge prospect	24	18
	Mega prospect	30	21
	Prospect of the century	42	24

There are also two options for a special status, which initially come from the editor: The Unfulfilled Promise and the Eternal Talent. They characterise players who have fallen short of expectations. In the game, a player reaches a point at 25 and then later at 28 where they can receive a special status. The prerequisite is that the reached level is a maximum of 5 (WAF) or 6 (WAF2024 onwards).

The talent value determines how quickly a player can develop and how many and which skills they can potentially learn (see table above and above under "Skills").

While in WAF the number of Prospects of the century increased as soon as additional leagues were added, this growth was slowed down in WAF NT for the two highest talent levels in the AI clubs. The own chance remained unchanged. This was further tightened for WAF2024 because many users simply want the highest talent level to be something special.



In WAF27's Creative mode, you can adjust the probabilities for talents yourself within certain limits. There are sliders for 'Mega prospects and Prospects of the century', as well as a general slider. Where applicable, both factors are multiplied together.

In the player profile, you can also edit a specific player's talent value retrospectively.

Players with a talent bonus will also receive 25% of this bonus on the points required to level up. They also receive 25% of this bonus for learning new positions, so they are more flexible.

Potential

The development potential indicates how the player's value is likely to develop over the next few years. It depends primarily on the player's age, talent and character.

Together with age and various other factors, talent in particular determines a player's potential. This plays a major role in his evaluation and is also used by the AI clubs on the transfer market. Among other things, it also influences whether a player should be sold or loaned.

You can find the potential directly on the first screen of the player profile and also in its smaller version or in the youth player profile.

If you have too few players with potential, this will be rated as negative and labelled accordingly under "What's good? What's bad?" and noted accordingly.

Especially for clubs that are not among the absolute top clubs, it is important to pay attention to the players' ability to develop. Only these players provide exceptional transfer income, on which you are usually dependent.

Age

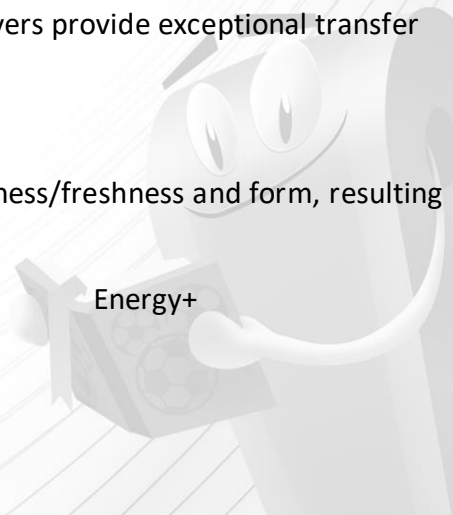
The age of a player has an effect on their performance, fitness/freshness and form, resulting in a loss of levels.

Position

Critical age

Stamina+

Energy+



Goalkeeper	35	100%-2% per year	Same as stamina
Outfield player	31	100%-4% per year	Like stamina

In addition, the speed of progress in learning skills and the chance of potentially outstanding training decreases with increasing age.

Up to 21	100%
Up to 24	90%
Up to 28	80%
Up to 30	70%
Up to 32	50%
>32	-5% per year, 5% minimum

In contrast, the frequency of injuries increases slightly for outfield players of advanced age.

10% from 30
20% from 35

From the critical age, a player also loses the following skills at a rate of 3% per round of upgrading and downgrading:

Reflexes
Acceleration
Stamina
Speed

The corresponding screen is displayed individually for each player.

The loss is randomly between 10 and 50% points of the current level. The player could therefore theoretically train the lost ability again, but this is tedious.

Important:

These devaluations are already set at the beginning of the season, so unfortunately they cannot be cancelled by reloading later.

Injury susceptibility

Players can be assigned an individual injury susceptibility in the editor. You can find the current status in the player profile.

From WAF2024 onwards, the susceptibility can also change in-game as soon as certain conditions are met. It can also disappear again if the conditions are no longer met:

A player who has not had an injury in a season rises by 1 level.

A player who has been injured for at least 90 days in a season drops 1 level.

A player who has been injured for more than 40 days in two consecutive seasons, but always for less than 90 days at a time, drops 1 level.

A player who has been injured for more than 120 days in two consecutive seasons also drops 1 level.

The seasons are deleted as soon as a deduction has been made.

Flexibility (Skill)

This value influences how quickly a player can learn new positions. A high talent value further accelerates the learning process. The following values are available:

Adjustment close to impossible.

It's hard for them to adjust.

Needs time to adjust.

Finds a way around quickly.

It's like they've always played there.

Players with the lowest level can never reach the status of "Player willing to learn".

Flexibility (Willingness)

This determines whether a player is willing to sacrifice himself for the team and also play in an unfamiliar position.

From WAF2024 onwards, team players are automatically always particularly willing to do so.

The following characteristics exist:

Wants only the main position.

Doesn't want any experiments.

The team is more important.

Plays everywhere.

Loves new challenges.

Wants only the main position.

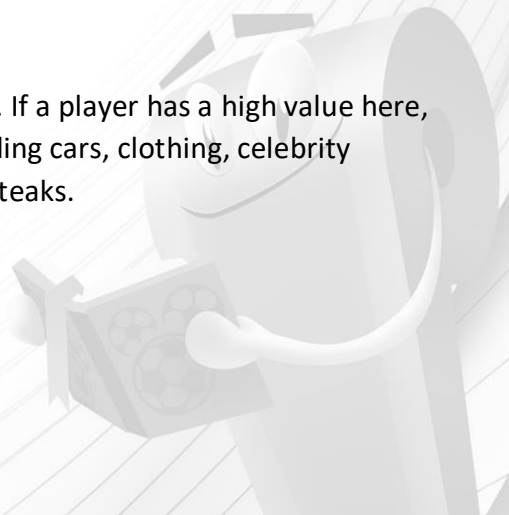
Integration – from WAF27

When a player joins a club for the first time, they must first integrate. This happens step by step, with each player progressing at their own pace. Full integration can take up to two years. Only then can they reach their full potential.

A Player care manager helps players who are new to the club. This enables them to get off to a flying start and also provides them with optimal support whilst learning the language, should that be necessary.

Swag factor

The swag factor in WAF mainly affects events off the pitch. If a player has a high value here, the tabloid press is regularly provided with material, including cars, clothing, celebrity hairdressers, home stories, influential partners or golden steaks.

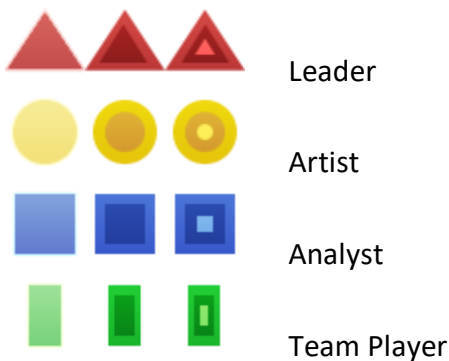


From WAF2024 onwards, the popularity of these players sometimes results in significantly higher shirt sales, which can make signing them worthwhile (see also "Social Media" in Part 3).

Player type

There are four different player types. There are also three characteristics of each player type (increasing in strength from left to right).

The categorisation is primarily based on character traits (these have values from 0-4), but some important skills are also included in the assessment.



All types have their advantages and disadvantages. Above all, it is important that your line-up contains the different player types as evenly as possible so that the team can find good solutions for a wide variety of situations.

In any case, always make sure that at least one of the basic player types - leader, artist, team player and analyst - is always on the pitch. Otherwise you will be at a serious disadvantage. It is better to forego 2 or 3 levels of playing strength.

Leader

Leaders are determined and focussed, but also dominant and often impatient. It is important to have a few in the team so that the team has the right attitude. However, too many will cause arguments among themselves and suppress the rest.

Artists

Artists are imaginative and enthusiastic, but often hectic and unstructured. They are the ones who provide the creative moments in the game. But if you have too many of them, this can lead to problems. The team then lacks structure and defensive vulnerability increases.

Analysts

Analysts are precise and detail-orientated, but also cool-headed and rather slow to make complex decisions. They are tactically strong and bring discipline to the game. But without creative and emotional players, it will still not work.

Team players

Team players are loyal and harmonious, but also evasive and sensitive. They need leaders, but can't cope if there are too many of them. They work well when things are going well for the team, and they also do the dirty work - but cannot turn things around on their own in a crisis.

There are six basic character traits for categorising player types.

There is no good or bad, each attitude has its advantages and disadvantages.

Openness	Conservative, cautious - Inquisitive, imaginative Open-mindedness is always important when the manager wants to motivate the player or when there are innovations. For example, open-minded players are more likely to be inspired by speeches, take risks or learn new tactics more easily. Artists often have high values here.
Extraversion	Thoughtful, reflective - Sociable, active, optimistic Sociability is a risk factor, as the player may like to party. On the other hand, you need players like this to have a good team spirit. A high sociability score makes a player more likely to be a leader or a team player.
Perfectionism	Easy-going, flexible, spontaneous - Efficient, organised Perfectionism ensures that no carelessness creeps in during training and matches. A certain amount of basic ambition is always there, but the team's success also requires a certain amount of relaxed behaviour. Perfectionism is indispensable for analysts.
Confidence	Sensitive, touchy - Secure, confident, calm Self-confidence ensures that the player doubts his team-mates rather than himself and always leads the way. However, this does not go down equally well with all colleagues. Without a high level of self-confidence, a player will certainly not become a leader.
Agreeableness	Competitive - Altruism, co-operation, compassion

	Compatibility ensures that the player gets on well with his team-mates and puts himself at the service of the team. However, too much harmony is extremely detrimental to a successful team in the long run. So you also need players who get on people's nerves and occasionally get loud.
Negotiation	Clever, demanding - Honest, modest The Negotiations characteristic indicates how hard a player negotiates. It therefore tends to be more expensive for the club. Analysts are often the toughest negotiators.

The player types and a series of special internal player designations are derived from these characteristics. The player types are important for the line-up, the internal player designations are important for events, training, decisions, etc.

Examples include "Difficult player" or "Positive type".

In WAF2024, this information is now revealed step by step as you get to know the club and is available in an overview under "1st team":

Fan favourite
 Difficult player
 Player willing to learn
 Top character
 Positive type
 Anxious player
 Unpunctual player
 Dreams of big club
 Over-motivated player

You can shorten the time to detection by improving your manager skill "Player evaluation".

From WAF27 onwards, you'll also have the option to directly influence a player's character and, for example, work on their confidence or extraversion.

It's all about the mix...

Every team should have at least one player of each type on the pitch. Otherwise, certain dynamics are simply missing. Two of each type is ideal. If the team lacks a healthy mix, problems will arise during certain phases of the game. Every player type also has a downside, so the right mix is crucial to ensure that certain negative influences do not get out of hand.

Difficult players

Players with specific combinations of character traits are internally labelled as 'difficult' by the game. This is the most important special status in the game.

Until this is revealed, the following applies: either you draw your own conclusions directly from the traits – or you'll quickly see from events who is causing trouble and might therefore be better off being sold. If necessary, keep a short list of negative incidents or note them in the player's profile. Difficult players have a negative impact on team spirit, amongst other things.

By carrying out a psychological analysis of your squad, you can find out how many such players you currently have in your squad. Under 'What's good? What's bad?', the situation is also analysed and you'll receive praise or warnings.

Tactical education

The foundations for this are laid at a young age and then further refined.

Tactical training can be encouraged from the age of 10. If you want to support this in the best possible way, it is advisable to prioritise "Tactical training" as much as possible at youth level.

It also exists as a team value (see below) and determines the speed at which tactical training goals are achieved.

Tactical training	Bonuses when learning tactics Bonuses for learning game systems
Running and fighting	Bonuses for fitness values
Technical skills	Bonuses for learning skills



If a player has played for a major club's youth team, this is often an indication of a high tactical training rating.

Fitness

Fitness describes the body's ability to perform. It describes the ability to withstand stress. Fatigue (or a lack of energy) prevents the body from fully utilising this fitness or is susceptible to injury when it is called upon. Missing training/matches reduces the stamina of your players.

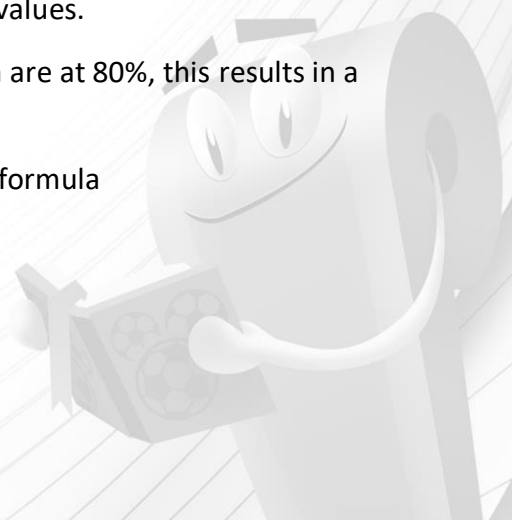
Your team's fitness is made up of the stamina and energy values.

Stamina and energy are simply multiplied together. If both are at 80%, this results in a fitness of 64%.

The actual performance of a player is calculated using the formula

$\text{Stamina} * \text{Energie} / 100$

General information on fitness



The fitness of your players increases during training and, above all, during matches.

Make sure that you provide additional support for players who are not playing by organizing a special training session.

You can limit the individual training sessions to certain players. There is a setting option for this at the bottom of the unit display.

From WAF2024 onwards, you can also sort this out very easily by using training groups. This gives you various options; for example, you can reintegrate players who have been out with long-term injuries into the squad much more quickly.

General information on energy

The energy of your players is reduced by hard training and matches. Weeks with matches at the weekend and another game during the week have a very negative effect.

You can increase the energy of your players through breaks and active recovery.

You need to pay particular attention to players who were still involved in one of the national team tournaments in the summer and were therefore unable to regenerate.

When it comes to energy, there are short-term effects and long-term effects. There are fixed effects (which last as long as the conditions are met) and a special counter for additional factors, which gradually resets over time.

Short-term effects of training sessions (strain on players)

When you select a training session, you can see how stressful it is for your players. Depending on the plus or minus sign, this has the following effect on their energy.

	10-point loss.
	Loss of 6 points.
	Loss of 3 points.
	Loss of 2 points.
	1 point gained.

The intensity levels act as a multiplier: 0.8, 1, 1.2. These are displayed in the training plan at the bottom of the units. Recovery normally takes place within about three days.

Short-term effects of matches

If the player plays for longer than 10 minutes, he loses 1 point approximately every 3 minutes. This may vary slightly depending on the match philosophy.

These points apply to a stake of 5. 6% is added or subtracted for every point above or below this. Activated pressing or counter-pressing have the same effect as staking, but with 4%.

Active recovery

A regeneration unit helps the team to regenerate more quickly. This is only possible once a day. This is a good way to combat player fatigue.

Grit

A player's grit depends on their age, character traits and previous successes. The character is the most important factor for a permanently high value. Otherwise, the player quickly loses the absolute will to succeed after the first successes and becomes tired and listless.

A team value is also generated from the values of the individual players.

For the grit, the player's mental values are determined first:

Base: 2

Agreeableness: 0 +4, 1 +3, 2 +2, 3 +1

Perfectionism 3 +1, 4 +2

Openness 4, +1

Confidence -2 to +2

Age<22 +3

Age<26 +2

Age<30 +1

Age >28 and nothing won -1, if by character>4, +1

Relegation last season -1, if by character>4, +1

Promotion last season +1

Barely not champion/barely not promoted -1 each, if by character>4, +1

Cup/continental cup final lost -1 each, if by character>4, +1

Deductions are also made for titles won in the last four years:

Championships -2, -1, -1, -1

Cup wins -1, -1, -1, 0

Continental cup wins -3, -2, -2, -1

Transfer to a new club +3/2/1 (if improved), then -1 per year

Transfer to a new club Otherwise -1

Injury in the last year (>120 days) +1

The points then lead to the following categorisation:

Result	Text
>3	Ravenous
>1	Hungry
-1,0,1	Needs motivation
-2,-3	Slightly tame
<-3	Tame



Example:

Player with good character, after character 4.

Young => 5.

Has won everything for two years, so -10! => -5

This player is fed up at first, but this changes again the very next year. Players with other character traits may cope better with this and remain motivated.

In the worst case, investing an action point can also help a player regain more grit.

Players with a strong grit can cope better with periods without match practice than others who are more likely to throw in the towel.

Happiness



A player's satisfaction is made up of a whole host of factors. For most players, there is a specific circumstance that makes them happy or upset in the long term. Added to this are the three factors: 'Personally important events', 'Sporting events' and 'Manager communication'. Here, positive and negative events are automatically forgotten by the player after a while.

A summary of the various factors can be found in the player profile.

From WAF2024 onwards, happiness has an additional direct impact on playing ability. This is described above under "Increased effects of dissatisfaction on the actual level".

As this deduction is not included in the normal display of the player's actual level (this would be extremely confusing, e.g. on the transfer market), you must always take happiness into account when making your line-up. The summarised effect is displayed separately on the line-up screen, as well as in the match.

Motivation

Motivation is made up of half the grit and half the happiness of a player.

Pre-match motivation bonuses

In WAF, these were a guarantee for success. From NT onwards, they are much more realistic and less effective. If you choose a bonus in the lower-middle range, you're not doing anything wrong.

Special substitutes

From WAF2024 onwards, there are two specific types of players who are particularly well-suited to coming on as substitutes, although they themselves probably see things quite differently.

You can find information on this in Part 3 under "Fortress" and "Joker". While the fortresses are particularly useful in helping to hold on to an existing result, the strength of the jokers is to bring a surprising element into the game and hopefully improve the result.

Players who don't play become dissatisfied

Of course, you can't please everyone in a large squad, but it's a good idea to give as many players as possible a few minutes of playing time from time to time. Even a little effort helps. Goalkeepers are tougher than outfield players, by the way, but they are also happy to get some match time.

From WAF27 onwards, there's a special overview of playing times under '1st Team' and '2nd Team'. You'll find details on this in Chapter 3.

Up to NT (still available as an option from WAF2024 onwards):

Please note that with the drawn portraits, you can tell from the players' facial expressions whether they are particularly happy or unhappy at that moment. In principle, this will also be possible from WAF2024 onwards, although suitable photos will then need to be available – see Section 3: Modifications – or you'll need to switch specifically to portraits as the display format. I'm sure that AI techniques will bring about significant developments in this area over the next few years.

Scouting

The better known the player, the more accurate the information, e.g. on level, character and player type. Scouting can further improve this.

All players who have not been fully scouted have a corresponding question mark symbol above their level.

This symbol disappears as soon as the highest scouting level is reached - or when the player's re-evaluation after signing has been completed (see above under "Player upgrades and downgrades").

If the player has not been fully scouted, a "?" is also displayed for certain character values. The player type can then either not be determined (a dark symbol with a "?" is displayed) or is provisional, i.e. the system checks whether the known character traits already lead to something. However, the player type can still change until the end if new characteristics are revealed.

As soon as initial scouting has been carried out, the player's form development can also be viewed in the player profile.

Detailed information on this topic can be found in Part 3 under "Scouting".

Market value

The market value is the fair amount that can be demanded for a player in a sale at the moment. It takes into account level, age, skills, etc.

Very important: It also includes the remaining term of the contract, so that the market value is significantly lower when the contract expires.

Player development

Players have good and bad years. Therefore, pay attention to the development of your players during pre-season. If you see that a player is making good progress, you should take the opportunity to give him special support through boosts and in training (selection at the start of the week). The younger the player is, the more it pays off to improve him as quickly as possible to the point where he is at least a candidate for substitutions. This also accelerates development.

Very important: As soon as you notice an accelerated development, extend the contract immediately if necessary. It becomes significantly more expensive after a level promotion.

Once a player has passed the age of 30, it becomes extremely difficult for him to develop further. You then have to reckon with a loss of level every 1-3 years and should therefore only ever extend in the short term, otherwise you will pay too much salary.

From WAF2024 onwards, you have the option of obtaining more precise information about the current progress of youth players by taking them to a training camp. A training camp at the start of the season is particularly helpful.

Changing player names

Up until NT, this option was only available for new youth players. From WAF2024 onwards, it is permanently available in the player profile for all players. First name, surname, stage name, hobby and appearance can now be changed at any time.

When determining the appearance, you have various options for selecting a real or generic image.

The age cannot be changed, as this would have too great an impact on the game. However, you can still select a suitable portrait with a different birthday using the picture name.

You can find more details on this in Part 3 under "Editing names".

In Creative mode you will have additional options here.

End of career

Each player has an internal value for when he ends his career:

Goalkeepers: 35-40

Defenders: 34-38

Midfielders: 33-36

Strikers: 33-38

This is determined at the start of the game. Players who are already too old at the start of the game still fulfil their contract, but then end their career at 50% or add another year at 50% (end year is set accordingly).

If the player negotiates a new contract beforehand, the years beyond this are assessed with a deduction of 10%, 20%, 30%, 40% from the total contract. The planned career end is then also shown in the player profile.

If the player is a regular and had fewer than 42 injury days in the last year, he is 50% willing to add another year. There are two variants: One with a direct extension option (50%) and one in which only the end date is extended.



2.2. Club stats

Next, the most important club values are described.

Reputation

A club's reputation ranges from 1 to 20.

A distinction is made between national and international reputation. In smaller countries, for example, clubs can have a very high national reputation, while this is significantly lower internationally.

The value is always calculated relative to the top team. Internationally, all teams are included, nationally only the teams of the respective country.

The following factors influence the reputation:

Continental titles

International points (which have been included in the continental ranking in the last 5 years)

Domestic titles

Domestic cups

Domestic league positions

Current league

Financial situation

City (media pressure)

Current success status

Club assets

Club assets are the money your club currently holds. This includes cash in the bank, whilst investments, loans and fan bonds are deducted.

It is not the money you are allowed to spend. However, your budgets depend heavily on the club's assets. If you generate surpluses, your financial scope will also increase in subsequent years.

From WAF27 onwards, a game mode without budgets is also available, in which you can effectively access the club's entire assets. If these are too low, the standard calculation for a single budget is used.

Willingness to invest

This has a significant influence on your budgets. So, before you sign, make sure that the club you're joining has as generous an attitude as possible. The following levels are available:

Extremely limited

Limited

Normal

Ambitious

Extremely ambitious



If you set up a club yourself, this is also an important option to make your life more difficult or easier.

Attendance data

The basic values are taken from the editor. They are of great importance for the long-term development opportunities of a club and should therefore be edited with particular care. See also chapter 4.

Media pressure

Media pressure primarily affects the club's reputation and the frequency of interviews. It also influences comments on social media.

There are 6 levels. In normal gameplay, this depends on the settings in the editor.

From WAF2024 onwards, media pressure can also increase in-game if the club has won a sufficient number of titles.

When founding a club, you can set the media pressure yourself. So if you'd rather be left in peace, set it to a low level.

Members

A high number of members guarantees you stable additional income per year. This can be a significant competitive advantage. However, not all clubs have members.

Ultras – from WAF onwards, constantly being expanded



The Ultras have an influence on various events and, from WAF2024 onwards, also on the flares in your stadium. You can adjust the latter via the 3D Match options.

Other stats

There are a whole host of other club stats, but these are largely self-explanatory and relate, for example, to the board and the sponsors.



2.3. Team stats

Let's now move on to the most important team stats.

Team rating

Like the players, the team also has a rating. This serves as a rough assessment of a team and is used in many areas of the game. From WAF2024 onwards, unlike in WAF, this value is also displayed in various places.

The Team rating is much more than just the sum of individual levels, as can easily be seen with a certain national team. It also takes into account the playing philosophy, fitness, the composition of the squad, the chosen tactics and much more.

Stamina, freshness and fitness

These are shown for each player and as average values for the team. Fitness is particularly important in the later stages of the match. If you are significantly outmatched in this respect, you must expect to come under real pressure at some point.

Effort

Effort boosts the team's overall performance. It has an immediate and reliable effect, but also has drawbacks in terms of Energy and, consequently, the team's Fitness and performance.

In WAF, the negative effects were minor, so a high Effort was a good way to achieve quick results. However, this changed from NT onwards. Since then, playing consistently at a high level has become significantly more difficult. Players now tire much more quickly. Therefore, Effort should only be increased drastically during critical phases of the match and in a few games. You should simply use it intuitively during critical phases or in particularly important matches.



If you feel that your team is picking up too many cards, you should review your settings [here](#).

Tactical training

The combined tactical training of all players accelerates the team's learning of tactics, new playing style and basic formations. You can find details on this under the player stats.

Artist index

This checks how many positive and negative attributes a team has in a particular area. The index is then calculated based on this. As a manager, you can use this to see whether you have enough creative talent on the pitch. In WAF, the value is displayed at the bottom of the line-up. From WAF2024 onwards, it is shown in the top right-hand corner under the 'Team stats' tab.

The following are counted: dribbling, creativity, technique: positive skills +1 or +2, deductions for weaknesses, plus the 'Artist' player type: +1, +2, +3 depending on the level.

20 points fill the bar completely; all other scores fill it proportionally. A percentage value is also displayed.

The index itself is not used in calculations, but you can see its effects through the players' skills and actions.

Grit

This value is calculated from the players' average score. It is displayed in the squad. It is particularly important when the team is behind.

This is also why the direct impact on Player rating depends on Happiness. Happiness always has an effect, whereas 'Grit' only comes into play under pressure.

Effects of dissatisfaction on the actual level of a player

In various places, the effects of satisfaction or dissatisfaction are also shown as a total for the whole team, to draw your attention to the associated overall bonus or penalty to the Actual level of a player(see also above under 'Player stats').

Team spirit

Team spirit is another important factor for success. If it is poor, the players only think of themselves and do as they please. You'll notice this in a lack of discipline and, generally, a lackadaisical approach to matches.

Team spirit is calculated using the following values:

Players' scores	-2 to +2 each
Player satisfaction	-2 to +2 each
Team player	+1 and +2 respectively for the highest value
Friends	+1 each
Don't like each other	-1 each
Been together for many years	+1 for each player >3 years
Success rating	+2 good, +4 great, -3 poor, -6 very poor
Start of the season	+1 good, +2 excellent, -2 poor, -4 very poor
Difficult player	-1
Player is a positive sort	+1
Player with sociability = 0	-1
Compatibility = 0	-1
Negotiation=0	-1
Player is certain to move	-1
Player is underpaid	-1
Player is significantly underpaid	-2
Player dreams of playing for a big club	-1
Performance in last match	from -2 to +2



On top of this, there are temporary bonus points. These result, for example, from the manager's decisions or the players' actions.

How can you boost team spirit?

- First of all, ensure fair wages
- Identify and get rid of difficult players, then replace them with positive characters
- Either re-motivate players who lack drive or let them go
- Work generally on the satisfaction of all players, for example through substitutions

The rest will follow with success.

Team spirit has a major impact on the team's performance. It is particularly effective when the team is behind and against strong or at least evenly matched opponents. Furthermore, good team spirit sends a strong signal to the outside world when it comes to new signings.

Team spirit is displayed, for example, on the pre-match motivation screen, but also in the '1st Team' section. 40 points is a strong score.

Until WAF2024	From WAF27	
>30	>38	One for all, all for one!
>25	>27	Sworn community
>20	>16	Team spirit comes first
>15	>4	Functional community
>10	>=-5	Professional attitude
>=0	>=-16	Collection of individualists
>-10	>=-30	Wreckage
Other	Other	Snake pit



It can happen that Team spirit suddenly takes a significant leap due to a chain of specific circumstances, when several relevant factors change at the same time. This is a kind of shock and occurs particularly when many players are affected by small deductions at the same time. It is important to keep a cool head in such situations. The list above can help to identify and address the causes.



2.4. Manager stats

There are also some key stats for you personally in the game. These will be briefly outlined here.

Manager Level

As a manager, you can advance to level 15. You can normally see your current level and your progress to the next level in the top left-hand corner.

WAF	WAF2024/27
Level 1	From 0 points
Level 2	From 50 points
Level 3	From 125 points
Level 4	From 250 points
Level 5	From 400 points
Level 6	From 700 points
Level 7	From 1,000 points
Level 8	From 1,500 points
Level 9	From 2,000 points
Level 10	From 3,000 points
Level 11	From 5,000 points
Level 12	From 8,000 points
Level 13	From 12,000 points
Level 14	From 18,000 points
Level 15	From 25,000 points

Points awarded

Points are awarded for the following events:

Event	Points
Championship	250
Promotion	100
National Cup	125
League Cup	60
International Super Cup	30
Super Cup	10
Main continental cup win	600
Second continental cup win	300
Third continental cup win	200
League: Win against the league leaders or (in lower leagues) a last season's relegated side	2
League: Win against the defending	2

champions	
Points in the league	Positive performance * 2 (up to 6 points)
Round of the national cup, each additional round +5	5 each, * 2 if opponent is >10% better
Round of the national league cup, each additional round +3	3 each
Cup round or group stage of the Champions' Round, each additional one +20	20 each, * 2 if opponent is >10% better
Cup round or group stage of an international competition; each additional one +10	10 each
qualifying rounds count as...	50 per cent of the first round
Player improved (level)	3
Player improved (skill)	2
Contract extended	1
Top 10 player signed	1
Victory in a friendly match	1
Agreed season target achieved	10 (pro-rata, based on time as manager)
Each level above the agreed season target at the end	10 (pro-rata, based on time as manager)
Profit as a percentage of turnover	1 per %
Department head promoted	1 per level
Membership growth	1 per %
Stadium expansion	1 per 1,000 seats
Club grounds upgraded	1 per million invested

Point deductions

It should be noted that point deductions can never cause a player to drop below a level they have already achieved. Negative values are also not possible.

Point deduction for relegation	-75 (pro-rata; none if <5 matches in office or already certain to be relegated beforehand)
Early exit from the national cup	-5 per round, only if the opponent is not >5% better
Early exit from the national league cup	-3 per round, only if the opponent is not >5% better
Early exit from the international cup	-10 per round, only if the opponent is not >5% better
Point deductions from the league	Poor performance * 2 (up to 4 points)
Defeat in a friendly match	-1

Each place below the agreed season target at the end	10 (pro rata)
Point deduction for dismissal	-50
Point deduction for resignation	-50
Loss as a % of turnover	-1 per %
Department head's performance deteriorates	-1 per level
Decline in membership	-1 per %

Manager skills

When you move up a level, you can select a new managerial skill. You'll usually have a choice of different options. You can read the details in the tooltip by hovering your mouse over a skill.

Under 'Personal', you can view your current skills and development opportunities at any time.

Coach and manager skills:

Player improvement	Training, personal development, harnessing talent
Motivation	Winning important matches, coming to the rescue (firefighter)
Tactics	Adapting to the opposition and dictating the game ourselves
Fitness expert	What fitness levels can the players achieve?
Leadership	Is there tension within the team? Between groups? Dealing with star players, young players, older players.
Negotiations	Negotiation skills, persuading players
Networking	How easily can you obtain information?
Player evaluation	How well can you assess players you know little about?
Media skill	How well does he handle the press?
Aggression	Does he attack other managers or clubs?

Managerial skills come into play in the following areas of the game, amongst others (listed alphabetically):

Budget increases

The 'Negotiations' managerial skill increases or decreases your leeway by -2 to +2 per cent.

Your own observations in the player profile under 'Personal' – from WAF2024 onwards

The 'Player evaluation' managerial skill speeds up the process of uncovering hidden attributes such as 'Eager to learn', 'Top character' or 'Difficult player'. This also applies to players in the reserve team.

Interviews – from WAF

A high 'Media skill' gives the manager more time to respond.

Furthermore, 'Aggression' also has a certain influence here.

Crisis meeting – from WAF2024 onwards

The 'Motivation' and 'Leadership' skills enhance the effect of the crisis meeting and boost team spirit.

Team talks – from WAF onwards

The 'Motivation' skill increases your points for 'Motivational talks', whilst 'Tactics' increases them for 'Tactical talks'.

Networking – from WAF onwards

Increases the regular points earned from the network, which in turn speeds up scouting.

Season opener – from WAF2024 onwards

There are additional comments regarding the 'Aggression' skill at the start of the season.

Scouting – from WAF onwards

"Player evaluation" and "Networking" improve the assessment of players about whom little is known. Ensures faster information gathering.

Player talks – from WAF onwards

The 'Motivation' ability unlocks different responses.

Integration – from WAF onwards

The 'Leadership' skill speeds up the integration of new players into the team, enabling them to reach their peak performance more quickly.

Sponsors' Day – from WAF2024 onwards

A high 'Media skill' amplifies positive effects when addressing the media (50% bonus) and mitigates negative effects (50% reduction). Anyone who can handle the nasty TV reporters will also be able to sort things out with the CEOs through communication.

Training – from WAF onwards

'Fitness expert' increases fitness-related effects during training by 5% per skill level. So it's well worth it!

The higher the 'Improve Players' skill, the faster development progresses (3% per level). Depending on the manager's level, this bonus is multiplied by 75% + 3% per level.

The assistant coach has half the effect here, which is added or subtracted on top of the main effect.

'Player improvement' increases the user's level for the effects of training. For example, a Level 10 becomes a Level 12 for training at +2, or a Level 8 at -2.

The 'Tactics' skill, on the other hand, influences the team's acquisition of tactical abilities.

--	10% slower
-	5% slower
Without	Normal
+	5% faster
++	10% faster

Negotiations – from WAF onwards

During negotiations, the ‘Negotiations’ skill naturally comes into play.

This increases the probability of budget changes by 1% per level.

It also increases the probability of a negotiation round being accepted by 5% per level.

Finally, it increases the offer for an exit clause by one level for each level of the skill.

Action Points



You cannot buy action points; you have to earn them. You can accumulate a maximum of 50 action points.

You receive new action points for the following events / achievements:

Starting the game	4 action points
Promotion levels 1–5	2 action points
Promotion to levels 6–10	3 action points
Promotion levels 11–x	4 action Points
National championship victory	2 action points
National cup victory	2 action points
Promotion	2 action points
Second team promotion	2 action points
International title won	3 action points
Season bonus	3 action points
Special season bonus	+1 per level above the agreed seasonal target
Reduced seasonal Bonus	2 action points if dismissed >1 level below the agreed season target
Achievement unlocked	See Achievements
Executive Committee task completed	Depending on the task

You can use your action points to carry out actions that aren’t entirely realistic, but will hopefully be fun. For example, you can negotiate with players who would otherwise simply turn down your club outright. The players will still want a certain salary, but by using more points, you might be able to reduce this.

Here are a few strategies for using them successfully:

- Put all your action points into the budget at the start of the season. It makes a huge difference! But be careful: this costs you the board's trust and is only recommended if, for example, you're playing without making any sackings or you're simply confident in your ability.
- Focus all action points on a single player and boost them wherever possible. This will really launch that player's career! It's particularly worthwhile for talented players in top leagues. The level boost is especially important here, and you might even need to move a player to the reserve team so that the player you're focusing on can be boosted more readily.
- Always distribute all action points evenly across the whole team – overall, the effect is much greater than with a single player, but it can also fizzle out if not enough players are upgraded in the end.
- The second team can also earn you action points through promotions.
- New from WAF2024 onwards is the option to re-roll a player's development tree by using action points. This is advantageous if the best attributes for a player are impossible or very difficult to achieve.

You can also take any unused action points with you to a new club.



If you don't like the concept of action points, you can simply ignore them and play 'realistically'. This won't stop you from becoming a successful manager.

In Creative mode, you have the option to award yourself up to 25 additional points per season.

Popularity

You can find your popularity ratings amongst various groups of people under 'Personal', amongst other places. If you're playing with the sacking mechanic, your popularity with the board is the most important. If this drops below 50, you'll usually be sacked. Only if you're extremely popular with the fans might the board turn a blind eye once more.



For every 2 per cent of popularity with the fans above 80, your popularity with the board may drop by a further 1 per cent. So, if you have a popularity rating of 100 with the fans, you'll only be sacked if your popularity with the board falls below 40. But that's no mean feat.

Languages

At the start of the game, you can specify the languages you already speak. This increases your chances of securing a contract in the relevant countries and allows you to communicate more effectively with certain players. As the game progresses, you can also learn additional languages under 'Personal' (see also Part 3 under 'Learning languages').

3. Part 3 – GLOSSARY

1st team line-up – from WAF, improved from WAF2024/27 onwards

In WAF and NT, the 1st team line-up could be accessed in the main menu under ‘1st team’. In WAF2024, the line-up (as well as the tactics) is positioned more centrally and has been given its own button at the top centre.

If you don’t want to set the line-up yourself, you can give your assistant manager precise instructions for it (“Rule-based line-up”). You can also instruct him not to change the formation.

In WAF2024, if you hover the mouse pointer over a player on the pitch and wait a moment, you’ll see suggestions for alternative players in that position. You can then select a substitute directly.



Here is an overview of the colours used in the line-up:

White position	Player plays in their main position
Blue position	Player plays in a secondary position
Red position	Player is playing in an opposing position
Green rating	Player is fit
Yellow fitness	Player is tired
Red rating	Player urgently needs a break

In WAF27, there have been some changes, particularly regarding the bench. It is now possible to sort the bench by position in the line-up list. Furthermore, players can be removed from the bench by dragging them onto the bench icon again.

Clicking on the bench icon displays a separate, sorted view of the current bench.

Finally, there are two new columns in the player list. ‘Actual’ and ‘Target’ show the percentage of playing time a player has had so far and how much is expected.

2nd team line-up – from WAF2024 onwards

If you have the ‘2nd team’ menu item open and click on ‘Line-up’ at the top, the second team’s line-up will open automatically.

You can also switch between the 1st and 2nd teams to the left of the league (in the same way as on the squad screen).

2nd team promotion – from WAF onwards

If your 2nd team is already in a simulated league, you can follow it very easily.

The situation is different if the team does not exist or is playing in a league below the simulated ones. In that case, you must first secure promotion by strengthening the squad, which should normally be achieved within 1–3 years. Simply sign a suitable number of

players at , ideally those with levels that are already useful even when looking at the lowest league.

For every promotion achieved by the second team, you'll receive 2 action points, but of course what's more important is the opportunity to develop your players to a high standard directly within the club.

3D CamCarpets – from WAF2024 onwards

To the left and right of each goal, there is a small advert which, from the perspective of the camera on the halfway line, looks like a stand-up display.

You can arrange for the installation of CamCarpets for a small fee.

One advert each will be displayed for the main sponsor, the sleeve sponsor, the kit supplier and the stadium sponsor, where applicable.

In future negotiations, there will then be a 3% bonus in each case. So it's definitely worth it financially.

3D Match options – from WAF2024 onwards



You can use this button in the bottom left-hand corner during the match to open the options screen. There you'll find a wealth of options to customise the match display to your liking.

In the 'Keyboard layout' section, you'll find an overview at the bottom of the keys you can use to change settings even whilst scenes are playing.

ABBA mode – general

This is a penalty shoot-out mode in which one team starts and then each team has two shots in a row. It balances out the psychological unfairness that ensures that the team that has the first shot wins 60% of the time in the current system (see tiebreak in tennis). From WAF27 onwards, you can try out this system in Creative Mode.

Ability to set league depth in-game – from WAF27 onwards

If you do not wish to play with all the leagues in a particular country, the relegation rules for the lowest remaining league tier may be amended so that there is at least one team relegated directly, whilst all additional play-off matches are omitted.

Achievements – from WAF onwards, expanded later

See 'Personal Awards'.

Additional mouse buttons – from WAF2024 onwards

The 4th and 5th mouse buttons (usually on the side) are assigned the functions 'Back' or 'Cancel' and 'Next' or 'OK' respectively.



You can disable this in the options if this function causes any issues.

The mouse wheel is used to navigate within lists and to cycle through menu items in the main menu. If you press the mouse wheel in the main menu, the drop-down menus open (from Update 1 onwards).

Adductors – general

The adductors are a group of muscles. They are located on the inner side of the thighs and consist of six muscles that originate from the pelvis and connect the pubic bone to the thigh bone.

Agility – from WAF onwards

If this is designated as an advantage during a training session, there's a small bonus for learning all skills. This is the case with gymnastics, for example. It's a fairly low-key affair; the players are recovering, but are still doing something beneficial for their bodies. That's far better than watching TV, for instance.

Amateur leagues – from WAF27 onwards

If a league is marked as an amateur league in the editor, you have a maximum of 3 training sessions available there per week. In semi-professional leagues, up to 8 sessions per week can be held. Prior to WAF27, full training was possible in these leagues.

Analysis of potential opponents – from NT onwards

If you have a country or club under observation ('Analysis of potential opponents'), you will always receive a bonus for the next match. You should make use of this at both national and international level, particularly for cup matches.

2–3 points	1%
4–6 points	2%
7–8 points	3%
9 points	4%
10 points	5%

You'll also receive a starting bonus on the respective players when scouting.

Important: AI clubs also use the analysis of potential opponents.



You'll find all the options for preparing specifically for your next opponent in the 'Opponent preparation' side menu. The current status is also noted there.

Annual calculation – from WAF2024 onwards

At the start of a season, and at any time during a current season, you can also create a calculation entirely yourself. It starts with the figures from 'End-of-season forecast', but you can change any figure as you wish. From the second season onwards, the 'Personal

calculation last season' option is also available to you. There, you'll also find your settings from the previous year for comparison.

A particularly interesting feature of the calculation is the ability to view all results and forecasts for a single point at a glance.

Annual general meeting – from WAF2024 onwards

The events are sometimes absurd, but in the vast majority of cases (90 per cent) they are based on the real world of football. As a manager, you have very little influence over what happens. It's usually best if the new chairman is the same as the old one. What's more, you'll then have a year's peace and quiet.

Attack editor – WAF only

Up to NT: In the attack editor, you can create up to four moves, which your team can then practise specifically. The better they practise these and the more unexpectedly you deploy the attacks, the higher the chances of scoring goals. These are rewarded with a particularly large number of manager points.

To set up a valid attack, certain rules must be followed. First, you must assign a name, then a starting point. Next, you must set at least four actions that ultimately lead to the finish.

Once the attack is complete, you can set it to 'Being practised' and 'Being used'. The more intensively you have practised an attack before using it, the greater the likelihood of success, of course. If you use an attack more frequently, your opponents will adapt to it better and better, despite further training.

For WAF2024 onwards, see 'Special attacks'.

Away matches – from WAF onwards

Here, the cost of accommodation is half the cost of a short training camp, i.e. per day:

★★★★★	1,000
★★★★★	2,500
★★★★★	5,000
★★★★★	7,500
★★★★★	12,500

People usually travel by coach or aeroplane. For a journey lasting 1–3 hours, the impact on your playing standard is 1 per cent. After that, an additional 1 per cent is added for every further hour.

However, you can also save money by travelling by train on the same day. In this case, only a flat fee of 5,000 euros is payable. You can set an upper limit for this between 50 and 400 km.

In the game, this incurs a 2% penalty.

The head of department determines the accommodation based on the club's financial situation. With the two worst settings, he travels up to 200 km by train.

Banner texts – from WAF2024 onwards

For both the main stand and the away stand, you can enter text for your stadium under 'Infrastructure' and 'Cosmetics'. It's free!

As every stadium is slightly different, you can write the text on the stands in three different sizes. The text can also be combined with a logo, for example, and you can use spaces in the middle to wrap the text around the logo.

Spaces also help you position text optimally so that the steps are as unobtrusive as possible.

Bastion and Super-bastion - from WAF2024 onwards



Players with special skills can be given the title of Bastion or Super-bastion. These players receive a special bonus when they are substituted in the game. The following attributes are important. The attribute is awarded as soon as at least 4 (Bastion) or 6 (Super-bastion) points are available:

- Tackling
- Heading
- Toughness
- Ball recoveries
- Man-marking
- Dribbling

The point requirements are reduced as follows:

<i>Level</i>	<i>Bastion</i>	<i>Super-bastion</i>
Level <4	1	2
Level <7	2	3
Level <10	3	4

This is displayed in the player profile, either directly or under 'Honorary Titles'.

Bench - general

See the first-team line-up.

Black cat – from WAF onwards



On a match day, the 'Black cat' identifies the team for which there is a particularly significant discrepancy between deserved and actual goals scored against them. In other words, the team was particularly unlucky on that match day.

Board – from WAF, improved from WAF2024 onwards

The board holds the power within the club. If your popularity there falls below 50, you will normally be dismissed. Only an extremely high level of popularity amongst the fans can save

you at that point. For every 2% of popularity amongst the fans above 80, your popularity may fall by a further 1 per cent.

New from WAF2024 onwards is the item 'Current change in board popularity at the end of the season due to financial situation'. This represents a bonus or penalty that you receive at the end of the season if the financial situation remains unchanged. The reason for this change is that not every investment or source of income should have an immediate effect on popularity; otherwise, it would essentially be fluctuating constantly. However, the final reckoning takes place at the end of the season. The extent of the change is then determined by the proportion of the profit or loss relative to total turnover.

Profit

>80%	+10
>60%	+8
>40%	+7
>30%	+6
>25%	+5
>20%	+4
>15%	+3
>10%	+2
>5%	+1

Loss

5–10%	-1
10–15%	-2
15–20%	-3
20–30%	-4
30–50%	-5
50–100%	-6
100–150%	-7
150–200%	-8
>200%	-10

Under the 'Board' menu item, you can also speak directly to the relevant people in charge. If the matter concerns you personally, you have four options:

Renew contract

If the board does not approach you of its own accord, you can enquire here.

Rule out a renewal

This sets the record straight. The advantage for you is that other clubs are more likely to get in touch with you. However, this doesn't mean they'll actually let you go.

Request a release

If there's an interesting club that's interested in you (see 'Personal'), you can ask for a release here for a few months. You can still make up your mind afterwards, though.



Even if you've had your release contractually guaranteed, it's good practice to inform the executive committee of your wish in advance.

Resignation

You want to leave the club but haven't found anything new yet. This means you'll be out of work for the time being, so this should be a last resort.

Other options available towards the board include:

Budget changes

You can also discuss budget changes with your executive committee. Your chances improve with a high manager level (levels 9 and 13 onwards), high popularity with the board (the thresholds are 80, 90 and 100), a long spell at the club (at least 2 or 4 years) and if you've exceeded your season target. They decrease if the board's confidence in you is below 60.

Your 'Negotiations' managerial skill also has an impact.

For every 2 per cent change, you lose one point of popularity with the executive committee.

Explain the situation

Finally, you can also explain the situation to the board in general; with a bit of luck, this may help you boost your popularity there.

Become a member of the board

If you've been with a club for a long time, you may be appointed to the board. You should accept this, even if it means having to attend tedious meetings (the time will be reserved in your schedule). A seat on the executive committee increases your budgets by 5 per cent (WAF and NT) or 10 per cent (WAF2024/27).

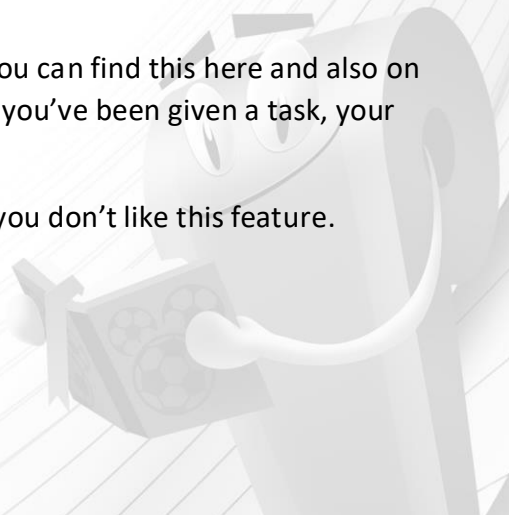
Villa

Building a villa for the president can save your neck during a crisis. However, you only have the chance to do this twice per club. The small villa is worth 10 points, the large one 20.

Current board task

From time to time, the board will give you a special task. You can find this here and also on the home screen. There are three levels of difficulty. Once you've been given a task, your progress towards completing it will also be displayed.

From WAF27 onwards, you can also disable board tasks if you don't like this feature.



Bribes – from WAF2024 onwards

You may be offered money during transfer negotiations. Cheers to that with a Kir Royal. Ultimately, it's your decision which car you'd like to drive.

BTTS odds – from WAF onwards

The abbreviation BTTS stands for 'Both teams to score'. The odds indicate the proportion of matches involving a particular team in which both teams have scored at least one goal.

Buying out a release clause – from WAF27 onwards

If you have granted your player a release clause, you can often buy it back from them at a later date. However, this is subject to the player not being completely dissatisfied. The amount demanded depends on the following factors:

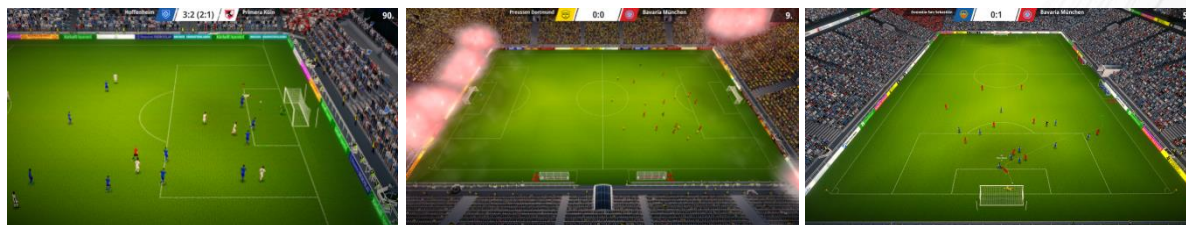
- 2% per talent level
- 1% per year under the age of 26
- 3% per year for contracts longer than 1 year
- 3% for each level of Happiness below the best level
- 1% for every 5% that the market value exceeds the release clause
- 0.6% for every 5% by which the market value falls short of the clause

In addition, the following minimum requirements apply:

- Market value > clause
 - At least 10% of the market value
- Market value > 80% of the clause
 - At least 6% of the market value
- Market value > 50% of the clause
 - At least 3% of the market value
- Otherwise
 - At least 1% of the market value

Cameras – from WAF onwards, expanded from WAF2024 onwards

From WAF2024 onwards, you can select a camera during scenes using the 1–9 keys. This is also possible in the 3D match options. You can also change the header using the 0 key.



The first 3 cameras show the pitch from the side with relatively tall players. For a better tactical overview, we recommend cameras 4-9.

No.	Name	Description
1	TV	The camera is at the height of the centre line and pans from left to right.
2	On the ball	The camera moves with the ball, as is typical for a football action game.
3	Penalty box	Like TV, but the camera is positioned at the front line of the penalty area.
4	Behind goal	The camera is fixed behind the goal and does not pan with it.
5	High behind goal	Like 4, but slightly higher and with a better overview.
6	Entire pitch	The camera shows the entire pitch at a glance and offers a particularly beautiful view of the fan stands in 21:9.
7	Half pitch	The camera only shows one half of the game.
8	Above centre circle	The camera shows the pitch from the centre circle towards the goals.
9	Slanted	The camera is located at the point where the centre and outer lines meet. It allows a diagonal view of the action from above.

A random camera is always used for replays, but not the camera of the normal setting.

With "Z" (zoom), the focal length can be changed in 3 stages.

The default setting is camera 1 with the smallest focal length (for a better overview).

Carbon neutrality – from WAF onwards

In WAF, you can improve your club's carbon footprint through measures in the areas of 'travel' (away matches, training camps), the stadium ('climate protection'), public transport, and through appropriate investments on the club grounds. By purchasing carbon offsets, you can further optimise the club's carbon footprint (even beyond a 100 per cent reduction).

From WAF2024 onwards, most of these points were grouped under the 'Climate neutrality' tab in the 'Infrastructure' section.



The fusion reactor on the club grounds isn't meant to be taken entirely seriously. You can build it, but the benefit is relatively small compared to its cost. However, this could well be very different in future versions of WAF. Until then, buying carbon credits is a cost-effective alternative.

Chance flickering – from WAF2024 onwards

Whenever a chance arises, the background of the relevant team's badge at the top now turns white. The longer it remains white, the greater the chance of a goal. This can be selected as an alternative game mode in the scene selection menu at the bottom left during the match. It takes a little longer than the simple calculation, but is immediately much more exciting.

Chances – from WAF2024 onwards

What is a chance? It's not that easy to define. Since WAF2024, all attacking moves with an xG value of at least 0.1 are considered a chance. This also includes all goals and the opponents' own goals, even if they weren't the result of a chance created by the team in question.

Changing kits – from WAF onwards, expanded from WAF2024/27 onwards

At the start of the season and in the club info section, you can change your club's kit. You can scroll through the available kits by clicking on the left and, if necessary, on the right, or alternatively use the mouse wheel (this also works in the editor).

Another new feature in WAF2024 is the option to change the colours at a later stage. To do this, simply click on one of the boxes showing the colours set in the editor. You can then select the new colour or cancel the process.



To quickly select exactly the same colours for the individual parts of the kit, you can also drag and drop them onto the other colour fields to copy them.

Please note that the kits are slightly simplified for the actual match display.

However, from WAF2024 onwards, you'll also be able to specify a colour for the shirt number. The default is white or black in each case. From WAF27 onwards, there is also the option to change kits immediately before a match.

Cloud sync – from WAF onwards

Badges are not synchronised here (unfortunately, this occasionally causes the system to crash), which means that, if necessary, they must be manually copied to the relevant \Badges directory when transferring save files to another computer. This also applies to clubs you have founded yourself.

From WAF27 onwards, autosaves are no longer synchronised.

Cloverleaf – from WAF onwards



On a match day, the shamrock symbol indicates the team for which there is a particularly significant discrepancy between goals deserved and goals actually scored in their favour. In other words, the team was particularly lucky on that match day.

Club app – from WAF onwards

The club app provides a permanent bonus (up to +3) or penalty (up to -4) to your fan popularity. 3 stars is neutral.

Club assets – from WAF onwards

Club assets are the money your club currently holds. It is not the money you are allowed to spend. However, your budgets are derived from the club's assets.

Club budget – from WAF onwards

The club budget covers investments in the stadium or club grounds, as well as additional costs for staff, training camps or advertising campaigns. If you play with a budget, it is combined with the transfer budget. From WAF27 onwards, you can also play without a budget; in this mode, virtually the club's entire assets are at your disposal.

Club creation – from WAF2024 onwards

Of course, you can simply create a new club in the editor, but it's more fun to do it in-game, and it's particularly useful for data sets that don't allow editing in the editor.

You can also add a logo created using a graphics programme here. To do this, simply copy it into the '\Badges' directory; see Part 5 of this guide. As soon as your club name and the file name match, the logo will be displayed when creating the badge and will also be adopted in the game.

On the second screen, you can select a city or create a new one. Both the geographical coordinates and the position on the map are required here. However, you can also change these later, particularly if you don't have any coordinates to hand at the moment. In the editor, you can expand the list of pre-set cities as you wish. We've already been busy adding new cities compared to WAF2024.

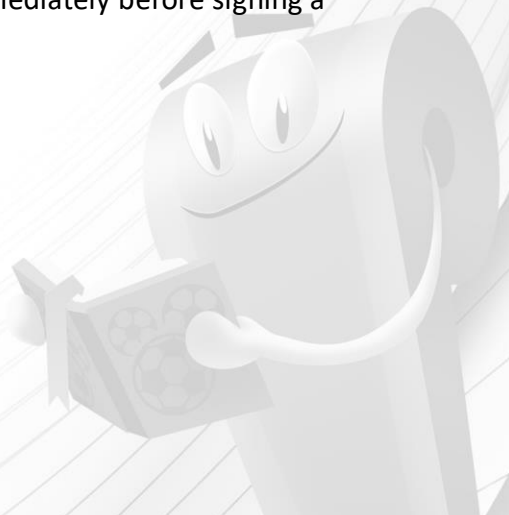
To make it a bit easier for you to succeed, you shouldn't set the spectator parameters too low on the third screen; otherwise, you'll miss out on valuable revenue. For example, you should only select the 15,000 figure for a top-flight match if your club is really based in the deepest countryside – in other words, where there are more wolves than people.

Finally, from Update 2 of WAF2024 onwards, there's a draft feature that allows you to customise your team.

Even if you set up the club, it doesn't, of course, belong entirely to you, as you're reliant on financially well-off people from your circle of friends for the start-up funding. However, they now expect something in return from you. At least you can't be sacked unless you trigger your own dismissal. So as long as you want to keep the job, they can't get rid of you, no matter how badly things go. Exception: you and your team get relegated from the lowest division. That's the end of the job – and of a few friendships too.

Club film – from WAF2024 onwards

In the club profile, you can watch a promotional film for each club, which provides comprehensive information. You also have this option immediately before signing a contract.



Club grounds – from WAF onwards, constantly being expanded



Help on how to use the system is displayed directly on the screen; you can scroll using the arrow keys.



You'll start in build mode. You can see the effects of each building by clicking on it; the details appear above the building. There, you can rotate them using the arrow button or, even more conveniently, the mouse wheel.



You can also switch to demolition mode below the building.

Multiple buildings of the same type generally have a reduced effect. A second fan shop of the same level will only increase turnover by 20%. You should aim for three training grounds; otherwise, you'll quickly end up with more injuries than necessary.

The relative position of the buildings in relation to one another has no effect. Nor does the aesthetic appeal of the site you've designed have any impact, but we hope you'll still enjoy designing it.

Here, too, there's a 3D view that you can navigate using your keyboard and mouse.



Please don't spend ages in the 3D club grounds. Otherwise, the players there will have to walk a very long way and may end up tired in the game. That will then be your fault.

The club grounds feature various buildings, each with different benefits. The following overview should help you make the right decisions here.

Specific effects of the club grounds on the game

Building	Effect on the game
Office building element	These are required for staff; otherwise, they will be dissatisfied or the department will cause problems.
Fan shop	1 floor: +5% turnover => 2nd building: 20% each (i.e. 4%), 3rd building: 4% (0.8%) => 4th: no effect 2 floors: +9% 3 floors: +12% ⇒ The largest fan shop is evaluated first.
Youth boarding school	Determines the maximum number of places for youth players at the boarding school. These must then be equipped.
Museum	Revenue: Number of trophies * 500 – (level * 4,000) per month; +/-20% for trophies per level above or below the season's target; may therefore also result in a loss.
Training ground	3 training pitches are the baseline; below this, there is a +20% increase in injuries for each pitch; above this, there is a -2% reduction in training injuries for each pitch (up to 20%) Tactical training: +10%, +5%, +3%, +2% reduction in the rate at which tactics are forgotten for the first 4 training pitches above 3. Skills bonus => A 2% chance of gaining an extra point during skills training. All positive effects are halved if there is no changing room.
Changing rooms / Toilets	You need one changing room and a toilet per training pitch. This is not necessary for smaller pitches (small pitches, etc.).
Small pitch	Tactics training: +10%, +5%, +3%, +2% reduction in the rate at which tactics are forgotten for the first 4 small pitches.
Football tennis court	Skill bonus: 2, 3, 4% chance of gaining an extra point during skills training.
Fenced football tennis court	Skill bonus: A 0.5% bonus on the chance of gaining an extra point compared to the standard football tennis pitch.
Information centres 1 and 2	Permanent fan popularity bonus +1 Permanent fan popularity bonus +2
Training hall 1 and 2	When the temperature is below 0: 75% training effect for tactics and skills When the temperature is below 0: 100% training effect for tactics and skills ⇒ Otherwise 50%.
High-tech training centre	+15% for skill training on an additional point
Low-pressure chamber	Additional stamina point at 1/100 per day
Swimming pools 1 and 2	Active recovery => 25% greater effect, 1.5% faster rehabilitation Active recovery => 50% greater effect, rehabilitation speed increased by 3%
Rehabilitation clinic	-5% on injury durations; positive injury events doubled, negative ones halved
Surgical centre	-10% on injury durations >90 days
Canteen	Fans: Fixed bonus +1 Allows you to hire a chef and enjoy the associated benefits.

Media centre	Fan popularity +1 at a rate of 1/75 per day, public popularity +1 at a rate of 1/150 per day.
Presidential villas 1 and 2	One-off +10 popularity with the board for Level 1, +20 for Level 2; both are one-off bonuses.
Gym	Additional stamina point at 1/100 per day
Canteen	Makes players happier. With 1/60 per day each, the team gains one Team spirit point. The canteen provides a 3% bonus to department heads' satisfaction.
Research Centre	There is a 1% chance per training session of doubling the effect. In addition, the effect of preparation for the next opponent increases by 50%.
Half-pitch (WAF2024/27)	Up to 4 half-pitches can be used as substitutes for a full-size pitch, provided there are at least three times as many full-size pitches.
Container (WAF2024/27)	Can accommodate 10 staff members, but has a negative impact on their morale.
Double Container (WAF2024/27)	Can accommodate 20 staff, but has a negative impact on their morale.
Small sports park	Fitness centre with 1/200 per day (if there is no large sports park); one facility of this type is sufficient
Large sports park	Fitness point yielding 1/100 per day; one facility of this type is sufficient



The club museum can make a profit or a loss depending on the number of fans and your team's success. Rental properties and catering, on the other hand, are a sure source of income.

For every standard training pitch (not the small versions), exactly one changing room and one toilet are required.

Club logo on stands – from WAF2024 onwards

On both the main stand and the away stand, you can display the club logo on the stands by going to 'Infrastructure' and then 'Cosmetics'. It's free!

Club shares – from WAF onwards

Initially, club share ownership is limited to 49 per cent (in Germany only). However, this changes at some point during the game (after 3 years at the earliest) via an event with a probability of 1/150 at the start of each month, provided there is no match or pre-match preparation on that day. After that, 100 per cent club ownership is possible.

Club world cup – from WAF2024 onwards

The club world cup is held in the same format as the world cup for national teams. It takes place every four years in the year before the world cup.

It also features the statistics familiar from other international competitions.

Clubless status – from WAF onwards, constantly improved

On this screen, you can either apply for a new job on a weekly basis (button top right) or simply run a simulation (Start! button at the bottom).

When simulating, you can also follow a club and/or a national team and will then be kept informed of the results. From WAF27 onwards, you can also choose to display additional newspaper reports.

Combo box convenience feature (combination boxes) – from WAF2024 Update 1 onwards

Combo boxes are control elements where you use an arrow to open a list and then select an item. If you right-click on a combo box, it moves on to the next item.

This is particularly handy on the Steam Deck, where making selections is more challenging than on a PC.

Combo boxes and lists – from WAF2024 onwards

Combo boxes are control elements where you use an arrow to open a list and then select an item.

Entries can now be selected using the arrow keys and the ENTER key.

Depending on the contents of the box or list, you can even select an item by typing its first letter.

Contract extension for all department heads – from WAF27 onwards

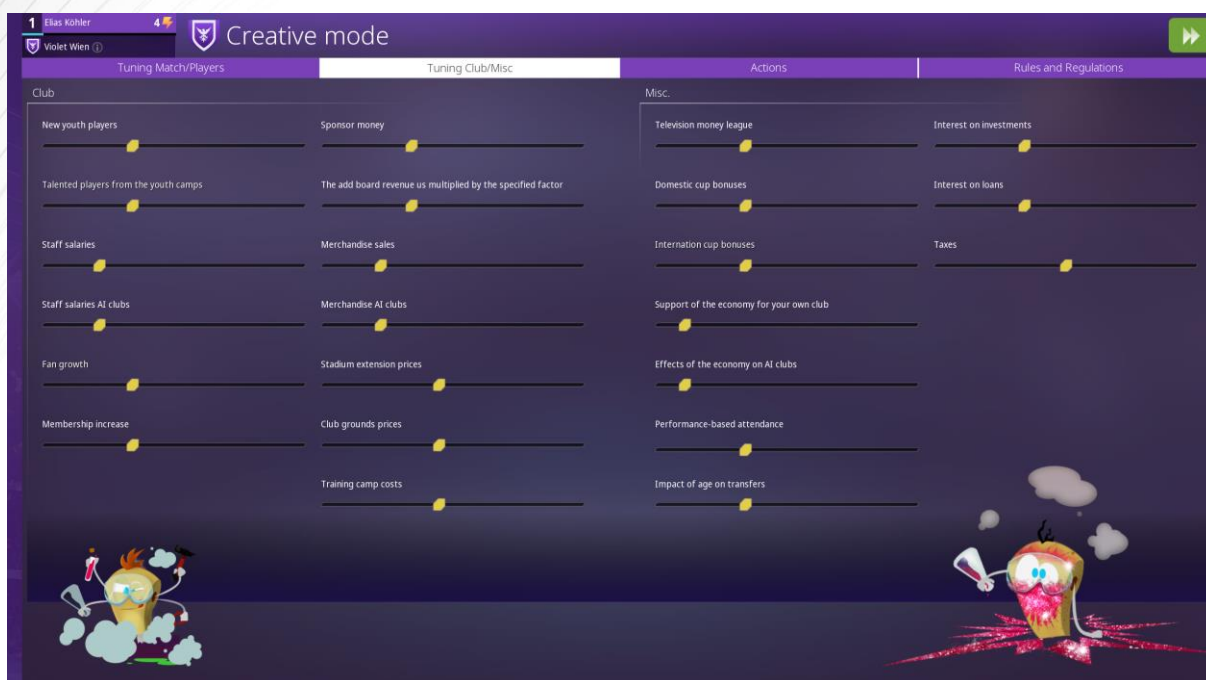
This allows you to make your life easier under 'HR/Finance' by extending all your department heads' contracts in return for a moderate pay rise. However, following a promotion, this increase is too small. You can do this, but you must then expect further demands. This is only possible once per season.

Cooperation with colleagues – from WAF onwards

Always cooperate with your colleagues when they ask you for information. This strengthens your network and your knowledge of the various leagues.



Creative mode – from WAF27 onwards



Creative mode can be selected at the start of the game. However, it is also possible to switch to it whilst the game is in progress. It is not possible to switch back once you have done so. Once Creative mode has been activated, you can no longer unlock any achievements.

Creative mode is divided into three sections.

1. Controls for adjusting game parameters (2 screens)
2. Actions with a direct effect on the game
3. Rule changes

The individual options are explained either directly on the screen or via tooltips next to the controls.

An additional fourth section is hidden in internal club and player editors. In Creative mode both feature additional options to edit:

Clubs:

- Investment readiness
- Preferred countries for signing players
- Fan potential
- Support of the economy
- Media pressure
- Size of club grounds

Players:

- Level 1-20
- Talent 0-5
- Stamina 0-100
- Energy 0-100

The key thing is simply to proceed with caution when making any changes (unless you're deliberately trying something extreme). Especially when combined, individual options can otherwise quickly make the game too easy, too difficult or, in general, completely absurd.

Ideally, we'll all benefit from the customisation options by finding better settings than the defaults, which will then be incorporated into the game in future versions.

We certainly have big plans for this area in the future.

In any case, there'll be even more customisable rules to come – they're simply too exciting, and we've got enough material for at least three years. We'll definitely be introducing challenges as well; we'll be going all out on this for the 28th. Everything's already in place!

It would also make sense in future to offer specific rules in Realistic Mode, perhaps initially on a trial basis for a year.

Crisis meeting – from WAF2024 onwards

There are various types of crisis meetings. As soon as the conditions are met for at least one type, you can schedule them from the 5th matchday of a season onwards.

<i>Point</i>	<i>Condition</i>
Lack of team spirit	Negative value
Poor sporting situation	>1 place below the season's target
Dissatisfaction amongst individual players	>5 players have the two lowest scores
Performance in the last match	The club's last match was a disaster

After a crisis meeting, there's a pause before you can schedule the next one. The minimum pause is reduced if you improve your 'Motivation' and 'Leadership' skills.

The key point is that a crisis meeting is most effective when as many negative issues as possible have built up. Then it acts like a cleansing storm. Minor issues, on the other hand, are best resolved in one-to-one meetings.

Players who sit around passively or anxiously during such a meeting (i.e. very young players; players who are leaving; or players who are ending their careers) have no impact.

The AI also calls crisis meetings. You'll occasionally be informed of this via newspaper reports, and you can look forward to it.

Cup draws – from WAF onwards

For cup draws, you can switch between three speeds – 1, 2 and 3 – if you want more excitement (especially in the later rounds). The draw then proceeds at a nice, leisurely pace, particularly when set to 3.

In Creative mode, you can also replace the draw with a free choice of opponents.

Current board task – from WAF2024 onwards

See 'Board'. From WAF27 onwards, you can also disable this in the options.

Current change in your Board popularity at the end of the season due to the financial situation – from WAF2024 onwards

See 'Board'.

Current competition standings – from WAF2024 onwards

By clicking on the trophies on the left-hand side of the main menu, you can view the current standings in the individual competitions. For national competitions, there are also league and cup maps available. This feature is also available for the national teams.

Daily WAF – from WAF27 onwards

From time to time, there are special news items in the weekly schedule that are displayed much like an event in the weekly schedule.

These are usually real-life events that are already confirmed to take place at a specific date (e.g. a solar eclipse).

However, there are also April Fools' jokes and fictional events here. So sometimes it's best to be cautious!

Data analyst – from WAF onwards

Level	Possible filter
0	No filter
0	No action point required
1	Only loaned players
1	Players without any matches
2	Experienced players with short-term contracts
3	Only young talents without matches
4	Only players in great shape
5	Players who are out of shape
6	Former players
7	Only dissatisfied players
7	Has a release clause
8	Players really willing to learn
9	Mentality monster



- 10 Players with top distinctions
- 11 Players with great development
- 12 Only players at a low point in their careers
- 13 Only positive types
- 14 Only artists only
- 15 Fan favourites only

In order for the data analyst to identify players with specific character traits (e.g. willingness to learn), these players must have reached at least the third-highest scouting level.

Deadline Day – from WAF onwards

Deadline Day marks the end of the transfer window.

Every few hours, you'll receive new offers and will need to react quickly to each one; you can adjust the speed of the process directly on the screen.

In rare cases, there may be no reasonable offers. In this instance, from WAF2024 onwards, you'll be notified via a special message. WAF2024 also offers you further ways to better assess the offers, such as player comparisons and squad analysis.

You can pause the Deadline Day by pressing SPACE.

Deleting records – general

You simply need to delete this file from your WE ARE FOOTBALL directory or, to be on the safe side, rename it first:

globalswaf2.bin

Department heads – from WAF onwards

Under the HR menu item, you can appoint and dismiss department heads. They help you with your work and make suggestions in the diary about what you should do next. Some also offer you specific advantages, e.g. during negotiations.

Under the overview of department heads and staff, you'll find various buttons. If you're looking for a new department head, first click on the position in the list, regardless of whether it's vacant or already filled. You can now recruit a new department head from the list of job seekers or poach one from another club. Simply arrange a meeting to discuss the terms. You can also use this method to extend the contract of an existing department head.

Good department heads offer a range of benefits, some of which only become apparent in the long term. Here's an overview:

Assistant manager: Outfield player attributes are developed more quickly

Reserve team coach: Outfield players' attributes are developed more quickly

Youth coordinator: More talented players join the club, fewer players drop out, more youth players at the end of the week

Head scout: Better scouting results, more and more accurate feedback, more special offers

Team coordinator: Fewer problems; negative incidents are often linked to this person

Head of HR: More candidates for department head positions

Head of finance & sponsorship: Reduces negative financial events

Head of marketing: Higher turnover through creative campaigns, fewer quality issues

Head of medical department: Reduced loss of fitness following injury

Facility manager: Better events, better special offers

Fan support coordinator: Improved growth in the number of fan clubs and organised supporters

Goalkeeping coach: Goalkeeping skills are developed more quickly

Athletics coach: Greater improvements in fitness

Squad planner: More accurate assessment of squad planning; more parameters are taken into account

Chef: Increases player satisfaction; has a small positive effect on stamina/fitness

Youth coach (U17/U19): Attributes are developed more quickly; effect similar to that of the Assistant manager and Goalkeeping coach

Data analyst: Better options for generating targeted player lists

Sports psychologist: Independently supports players going through personal crises and has a positive impact (from WAF2024 onwards)

Player care manager (from WAF27): Helps new players settle into the club, find their way around the city and integrate into the team

Department heads: General pay rise/contract extension – from WAF27 onwards

See 'Pay rise for all department heads' or 'Contract extension for all department heads'.

Difficult players – from WAF onwards, expanded from WAF2024 onwards

These are a key concept in WAF and used to be difficult to spot. From WAF2024 onwards, however, you'll be able to identify difficult players in your club after a while.

You can speed up this process by improving your 'Player evaluation' attribute. You'll find the relevant information in the respective player profile under 'Personal', once the bar under 'Own observations' is fully filled. Other specific player attributes are noted here even before that. See also 'Player designations'.



Here are the exact rules for when a player is classified as difficult:

Difficult player	Openness=0 Sociability = 0 or = 4 Perfectionism = 0 or = 4 Self-confidence = 0 or = 4 Agreeableness = 0 or = 1 Negotiation skills = 0 If at least 2 of these criteria are met, the player is difficult.
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Diligence – from WAF onwards

This is a staff attribute. Hard-working staff learn faster and have a better chance of improving. They therefore gain levels more frequently. In times of crisis, they are also more resistant to demotions.

Dissatisfaction among player types – from WAF2024 Hotfix 4 onwards

Team players and analysts will no longer become dissatisfied if they are only deployed in their secondary position.

Dissatisfaction due to wrong position – from WAF2024 Hotfix 4 onwards

Once players have learnt a secondary position, they no longer become dissatisfied immediately if they have to play there. However, this may still change later on.

Distances – general

Distances between clubs and stadiums are calculated using geographical coordinates. These specify the exact position of the location on the globe. A mere entry on the map is not sufficient, as this does not take into account the (approximate) spherical shape of the Earth.

Advanced information:

The distance between two lines of longitude (west/east) is a constant of approximately 111 kilometres at the equator. At the 60th parallel, this is roughly halved. In Germany, you can expect a distance of approximately 70 kilometres between lines of longitude.

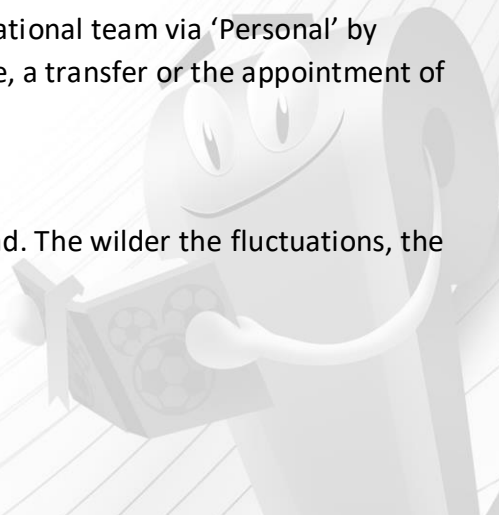
For lines of latitude (north/south), however, the distance per degree remains constant at around 111 kilometres all the way to the poles (circumference of the Earth/360). That comes as no surprise.

Donations – from NT onwards

From NT onwards, you can also support your club or the national team via 'Personal' by making your own donations, thereby enabling, for example, a transfer or the appointment of staff.

Dressing room seismograph – from WAF2024 onwards

Here you can see what standing you have within your squad. The wilder the fluctuations, the worse your situation is.





At the bottom of the screen, you can go mole hunting.

You can also disable this feature in the options from WAF27 onwards. However, any moles already present will remain.

Editing club details – from WAF2024 onwards



In the club profile, you can use a button at the top to change a club's name, short name and abbreviation (each including the article).

At the last minute, we realised that this should also apply to the reserve team. This was then implemented as well. 😊

When editing a name, the system checks whether a matching badge is available under WE ARE FOOTBALL 2027\Badges. If so, it is displayed immediately and will subsequently be used throughout the rest of the game.

All changes apply only to the current match.

Even more club details can be edited in Creative mode, e.g. the size of the club grounds.

Editing competitions – from WAF2024 onwards



Competitions can also be edited, particularly their names. The function is accessed in the top right-hand corner of the competition profile.

Editing players – from WAF2024 onwards



You can change a player's first name, surname, stage name, hobby and displayed portrait at any time via a button in the top right-hand corner of the player profile.

Age cannot be changed, as this would have too great an impact on the game. However, you can still select a suitable portrait – even one with a different birthday – via the image name.

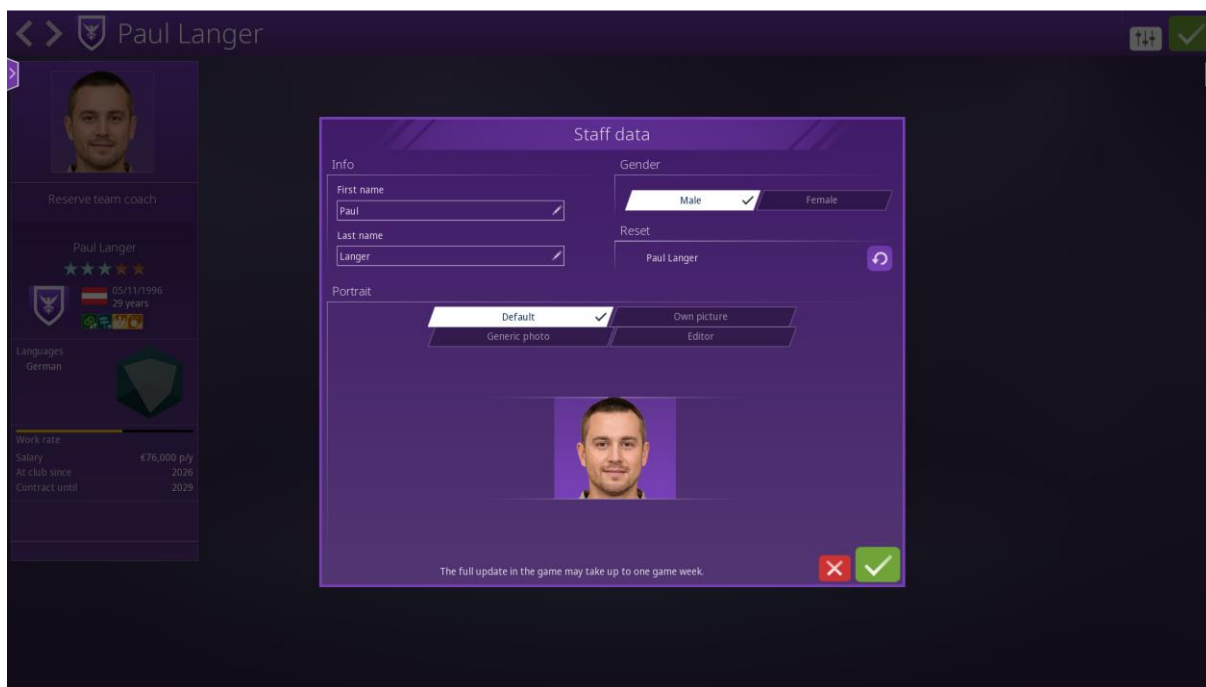
For 3D mode, you can also change skin, hair and shoe colours.

All changes only apply to the current game.



You can use the two 'Reset' buttons to restore the name and appearance to the settings stored in the database at the start of the game.

Editing staff – from WAF2024 onwards



Just like players and clubs, staff members can also be edited, particularly their names. This function can be accessed in the top right-hand corner of the staff member's profile.

End of season – from WAF onwards, improvements will be made

At the end of the season, a huge number of statistics screens await you. New ones have been added again for WAF27. You can now view the best players in various categories (e.g. by position).

Expected Goals – from WAF onwards

See 'xG'.

Export as .csv files – from WAF2024 onwards

You can not only print statistics, but also export them as .csv files, e.g. to Microsoft Excel. Here's how:

- Click on a statistic and then press F6
- Open Excel
- Click in a cell, then click on the lower part of the Paste button on the far left of the Home tab
- There you'll find the Text Conversion Wizard (pasting using CTRL+V doesn't work correctly)
- Then, on the first screen, select '65001: Unicode (UTF-8)' under 'Source file'
- On the second screen, select the comma as the delimiter
- Simply confirm the third screen

And there you have the table you want in Microsoft Excel. We have endeavoured to replace certain symbols with numbers or text wherever possible.

Family – from WAF2024 onwards

You can find your family under the 'Family' tab in your private life.

Here you can follow their progress and interact with your family members. This area is designed for the long term. Your children might even make it into professional football.

It's important that you give your family your attention regularly, as otherwise there will be problems in your relationship sooner or later. You should therefore pop in at least once a quarter – or more often, of course. Some partners have very different expectations in this regard.

If you're not interested in this section, you can simply ignore it. It has no negative impact on the rest of the game, apart from the fact that you'll never see one of your children play in a sold-out stadium.

Right at the start of the game, you also have the option to disable this game feature entirely. However, many people who don't like the feature at all still get annoyed by this option, but there's nothing more we can do.

Fan bonds – from WAF onwards

With this type of bond, you borrow money from the club's fans, not from the bank. This can be done in the 'Finance' section and is usually a long-term arrangement.



Fan chants – from WAF onwards, constantly being expanded

The fan chants only really work well when there is a wide selection available for each club.

In terms of lyrics, the game already has a lot to offer, at least in certain countries, but the audio chants only really come into their own once you've added the relevant files, at least for your own club. This is described in Chapter 4. Only a few general examples (e.g. drumming) are included, without any intelligible singing.

Fan favourite – from WAF onwards



Fan favourites were already a feature in WAF, but from WAF2024 on they are better highlighted, e.g. in the player profile (either directly or under 'Honorary Titles') or during fan club visits. There, they are naturally particularly popular as guests.

The most important aspect of fan favourites is increased shirt sales.

Fan friendships and rivals – from WAF2024 onwards

These can now also be set directly for newly founded clubs.



Furthermore, as the game progresses, you'll be able to change these for your current club in the club profile.

Fan merchandise – from WAF, improved for WAF2024 onwards

From WAF2024 onwards, you'll be able to adjust the prices of fan merchandise. Which setting is most lucrative for your club depends largely on your team's success.



The distribution of revenue across the various items is visualised using a pie chart.

Fans – from WAF onwards

The 'Fans' menu option is all about looking after your club's supporters.

By supporting the fans with choreographed displays and away trips, you can gain an extra advantage in home and away matches.

Above all, make sure you don't go easy on your star players during fan club visits. You should treat all players equally here, even if a player complains from time to time.

It's also highly appreciated if you personally make time for the fan clubs and visit them regularly.

If the fans like you, it will be harder for the board to sack you in a crisis.

Otherwise, this area is all about building a fan base over the long term, which should start with the youngest supporters. Data from the last 10 years is stored here.

Regular activities increase both the fan base and membership numbers in the long term.

Feedback – from WAF2024 onwards

In the options, you'll also find the 'Feedback' tab.

I've been waiting years for this feature. I believe it will truly revolutionise the game over time, because for the first time we'll be able to hear from loads of people what they think of the game – and virtually constantly, after every week or every update.

I can only ask everyone to make use of this opportunity. We've kept it very simple for this purpose. You enter your details, send it off, and as soon as the confirmation arrives, we receive the information without any reference to your identity and can analyse it anonymously. I'll then retrieve the data from the server, copy it into Excel and analyse it all. This way, every single player really does have a voice, regardless of whether they're active on a particular forum or not. Perhaps some of you remember the questionnaire we ran back in A2. The feedback we received that way was incredibly valuable.



You can give us active feedback on individual scenes from the game by pressing ALT+O to bring up a small display in the top-left corner of the scenes. If you then send us a screenshot showing the ID or copy down the number, we can easily reproduce the issue. By left-clicking on the number, you can also copy it to the clipboard and easily post it on Discord, for example.

Final offer – from WAF2024 onwards

You should make use of the final offer in negotiations, particularly with players who are very interested and with whom you've almost reached an agreement. From the fifth round of negotiations onwards, you'll receive a bonus because the other side is exhausted. It's particularly effective if you're practically in agreement with the other side and they have around 10–35 per cent patience remaining.

A probability is then calculated as to whether the demand will be accepted. The decision is then announced. This feature is less useful if a player has an agent. They are not so easily swayed by you.

There are even player agents who won't accept the final offer and simply carry on as if nothing has happened. It's then up to you to either continue negotiating or actually call off the deal.

With some player agents, it is also dangerous to simply press 'Negotiate' a second time without changing the offer. Even subsequent increases are often not simply accepted in this professional group.

Finances – from WAF, expanded from WAF2024 and WAF27 onwards

At the start of the game, you can choose between a single overall budget, two separate budgets for transfers and the club – and from WAF27 onwards nearly full control over your club's money.

Whichever choice you make, the budget or budgets will determine what you can do at a club.

The total budget is the sum of the transfer budget and the club budget, but is not tied to specific types of expenditure.

The transfer budget is available exclusively for signing new players. In addition to transfer fees and loan fees, additional wages for the current season are also deducted from this budget. You can also increase the budget through player sales.

The club budget covers all other expenditure. This includes investments in the stadium or club grounds, as well as additional costs for staff, training camps or advertising campaigns.



At the start of the season, you can significantly increase your budget by using action points. Whilst this may put you in financial difficulties, it does free you from major restrictions.

During the course of the season, you can also increase your budget retrospectively by speaking to the executive committee. Furthermore, the executive committee will occasionally approach you. This always happens when you have already exceeded the planned revenue in a particular area (e.g. cup prize money).

The club's actual assets, on the other hand, are not the decisive factor for you as manager at first, though they naturally have a significant influence on the size of the budgets allocated to you. If the club is struggling financially, you'll need to cut costs. If you take in more than planned in a season, your budgets will increase in the future.

You set ticket prices at the start of the season on a fixed day of the week, but you can charge premium surcharges at any time. Otherwise, during the season, you can invest money, take out loans, issue fan bonds and much more in the finance section.

Fixed transfer fee – general

If a fixed transfer fee has been agreed, this is only beneficial to the player and the interested club.

Other clubs will bid for the player as normal, and you can do the same for players at other clubs.

However, from the year in which the clause comes into effect, the selling club may only demand the fixed transfer fee. If this is offered, negotiations with the player may proceed, even if he has a much higher market value.



Whenever possible, avoid agreeing a fixed transfer fee – at least if the player still has potential for development.

From WAF27 onwards you can buy back such clauses from your players, at least if they do not want to leave your club as quick as possible.

Freeze – general

During a freeze, a player has learnt everything there is to know and focuses on maintaining the skills acquired so far.

Friendly matches – introduced in WAF, improved from WAF27 onwards

Under 'Organisation', in the 'Travel and sports' section at the top right, you can click on 'Arrange a match' to set a date for a friendly match. New in WAF27 is the option to organise a match against your second team here as well. Furthermore, dates immediately before or after competitive matches are now marked in red.

Game start options – from WAF onwards, improved from WAF2024 onwards

If you encounter problems, you can launch WAF at the lowest possible resolution by holding down the SHIFT key during the start-up process.

From WAF2024 onwards, you can also start the game in 21:9 by holding down SHIFT + CTRL.

Goal of the Matchday – from WAF2024 onwards

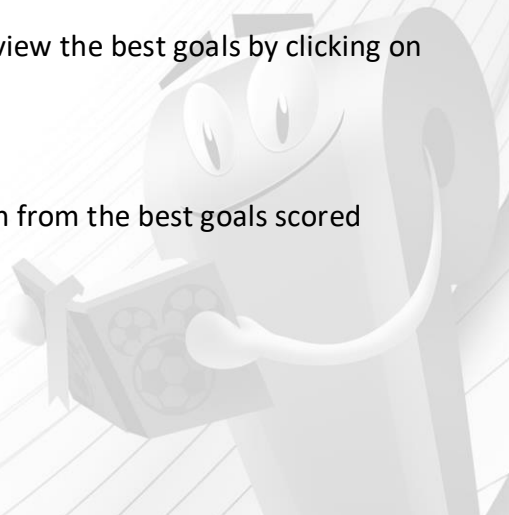
The 'Goal of the Matchday' is now featured in the newspaper following each matchday. Click on the button to watch it.

Goal of the Month – from WAF2024 onwards

The 'Goal of the Month' is selected every month. You can view the best goals by clicking on the camera icon.

Goal of the Season – from WAF2024 onwards

At the end of the season, the 'Goal of the Season' is chosen from the best goals scored between August and May.



Goalkeeper issues – from WAF onwards

It's important that you always have two goalkeepers ready to play. If you don't take care of this, a replacement goalkeeper will be signed automatically if there's no alternative in the reserve team either. This goalkeeper is given a one-year contract. This isn't popular, but you can easily avoid it. It's not for nothing that football clubs usually have three goalkeepers, just like national teams do in tournaments.

Incidentally, in WAF, a goalkeeper could not get injured during a match; this is different from WAF2024 onwards.

Grounds – from WAF onwards, was frequently expanded

See "Club grounds".

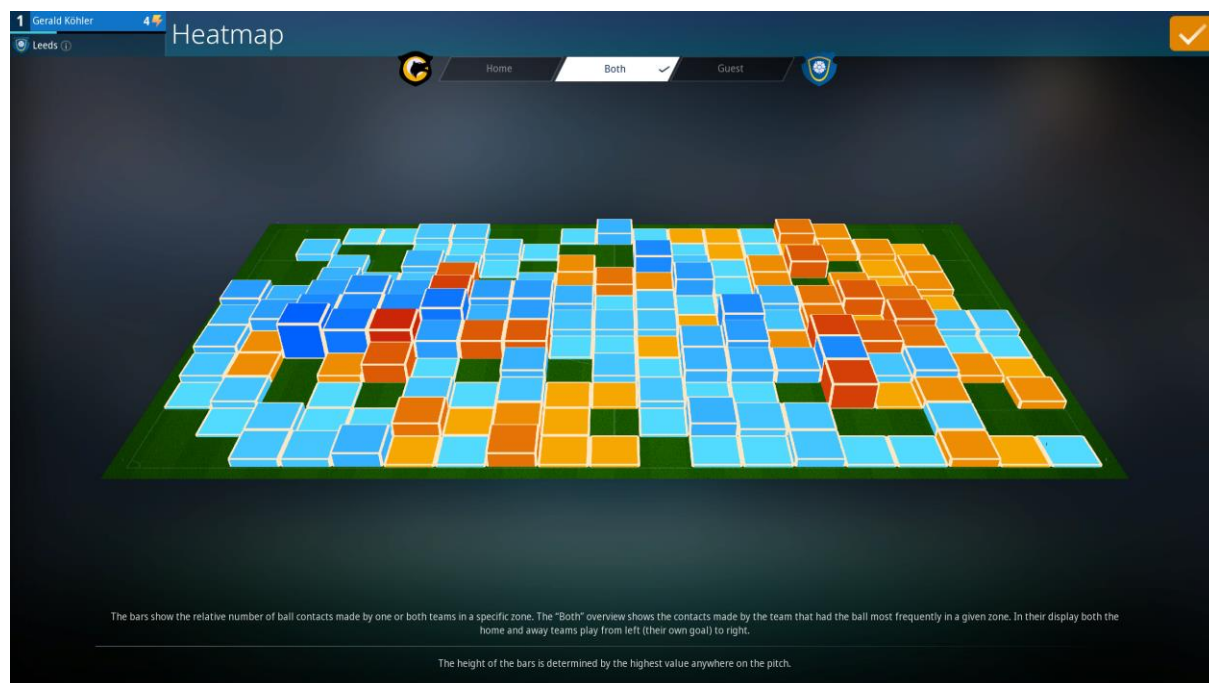
Half-time talks – from WAF onwards

"You're playing brilliantly!" always goes down well if the player has a rating of 1.5 or better and is among the top 10 players in the squad. Otherwise, a rating of 2.5 is sufficient.

HDR issue – general

See FAQ.

Heatmap – from WAF2024 onwards



During the match, you can now view a heatmap of the game in addition to the 'Tactical analysis'. This shows you the areas where both teams had possession most frequently.

Light blue/blue
Orange/Red

Away
Home

If both teams are displayed at the same time, the team that had the ball more often at that particular spot 'wins'.

In single-player mode, this feature is available directly on the game screen. In multiplayer, it can be accessed via 'Line-up'.

Help – from WAF onwards

On many screens, you'll find a small help button in the top right-hand corner (WAF, NT) or bottom right-hand corner (WAF2024). There you'll find important information about the screen in question.

In WAF/NT you can also access general help via the '?' in the top right-hand corner of the main menu. There you'll find a list of different topics as well as a glossary, which explains the key terms used in the game.

In WAF2024, you can access the general help in the main menu via the options in the top right-hand corner. There, too, you'll find a glossary alongside a list of the various topics. In addition, the help is also available in the start menu in WAF2024. On the help screen, you can also access the latest version of this guide.

WAF27 now only features the glossary and the guide. These are accessed in the usual way. The guide has always been considerably more comprehensive anyway, and the information in the in-game help was therefore often of poorer quality or missing altogether. Due to the difficulty of maintaining the general help section, we have finally decided to remove it.

Instead, the Guide, the Glossary and the screen help been further expanded and are now located directly at the bottom right of the screens.

Help with penalties for players – from WAF2024 onwards

There are three levels of severity for penalties:

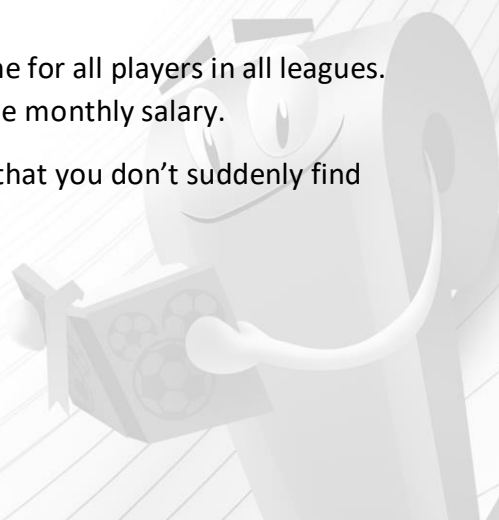
Mild	The reactions of the team and, where applicable, the board will depend on the settings selected in advance.
Medium	The board's reaction may be displayed in advance, depending on the setting.
Difficult	No help is provided in advance.

The default setting also depends on the level of difficulty:

Easy	Perfect for the player.
Medium	Perfect for the team.
Hard	No default setting (i.e. no penalty).

Community service, bans and a full suspension are the same for all players in all leagues. Financially, payments are made on a pro rata basis from the monthly salary.

However, a full suspension is never the default setting, so that you don't suddenly find yourself with one player fewer as a result of a quick click.



The frequency of penalties is determined by a team value. An individual probability is then calculated for each player in the squad, and that player is selected.

There are also penalties where you're entirely on your own, e.g. during the mole hunt.

HITT – general

This abbreviation stands for High-Intensity Interval Training. Short, extremely strenuous exercises alternate with short breaks for recovery. It's effective, but most people don't enjoy it.

Hobbies – from WAF2024 onwards

Players can have a hobby. Each hobby has specific events, some of which also create connections with other players.

You can find out about your players' hobbies in their player profile under 'Personal'.

There are 25 different hobbies in total. Players often choose these to suit their characters. For example, a player with a high 'swag' factor might not exactly go fishing in their spare time.

To allow you to experiment a little with the hobbies, we've included a feature that lets you freely choose a player's hobby to display next to their name in the player profile. Of course, this isn't a realistic option, but how you use the feature is entirely up to you.

Incidentally, you can certainly put them to good use:

- Set a 'Languages' hobby if you want a player from abroad to learn the language of their club. This gives a bonus to their learning speed. Don't do this if the player is already learning a language, otherwise their progress in that language will be lost.
- Give aggressive players and captains a calming hobby such as fishing if you've got too many of them anyway. It might help.
- Risky hobbies often have negative consequences, but can also lead to surprisingly positive outcomes. But let's be clear: anything involving skiing is rubbish.
- If several players share the same hobby, this can help them become friends. Unfortunately, this can occasionally lead to rivalries as well. As a rule, it's worth reading the text entries from both sides in such situations.
- Even players with different hobbies can work together – there are lots of interesting combinations here! For example, players who play different instruments can form a band. We didn't make that up.

Home screen – from WAF2024 onwards

The home screen (basically a dashboard) is the first of the three key screens at the start of the week: Home screen – Weekly Planner – Training Planner. Here you'll find an overview of the club's status and can access the individual departments via the menu bar at the top.

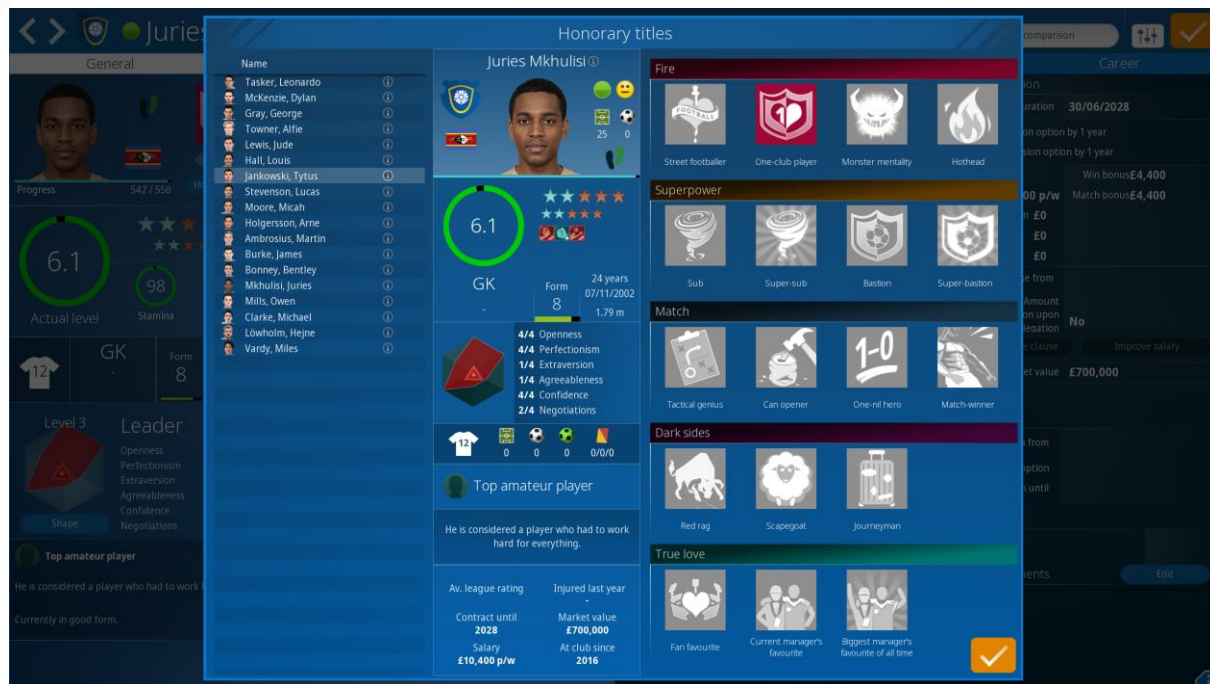
From here you can also start and configure the simulation. In WAF, you still had to access the options to do this.

Another new feature is the option to display the league table screen at any point during the simulation. You can also adjust the display duration. You'll find details under 'Simulation'.



The simulation opens up a whole new way of playing. You can set the date far into the future and then start the simulation. Then you simply wait for the results. As soon as you notice that there are problems, you stop the simulation and adjust your settings. Then you resume the simulation. This can be really cool!

Honorary title – from WAF27 onwards



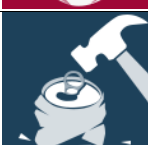
Certain honorary titles are awarded to players in the player profile.

One is displayed directly and if there are more you can use the arrow keys to see them.

Otherwise, you can use the 'Overview' button to view all honorary titles at once. In the overview, you can also switch between players on the left-hand side.

The following honorary titles are available:

	Fan favourite	Loyal and good, has various effects (the player feels at home)
	One-club player	Has never played for another club (greater chance of staying)
	Sub	See separate section (has an impact on the game)

		Super sub	See separate section (has an impact on the game)
		Bastion	See separate section (has an impact on the game)
		Super bastion	See separate section (has an impact on the game)
		Red cloth	Went on strike last year Form < 3 && Satisfaction < 2 && < 4 years at the club Is moving to the arch-rivals Is in the final year of their contract and does not wish to renew (still to be clarified) If the player is fielded, it costs the manager 1 point of popularity with the fans at a rate of 10%.
		Street footballer	Dribbling++, Toughness top 2 levels; honorary title has no other effects
		Tactical mastermind	Strategist Level 3. Age > 25. Passing + or ++; the honorary title has no other effects
		Journeyman	Player with >5 clubs && <2 years at current club; honorary title has no other effect
		Hothead	>50 yellow cards and >3 red cards in their career; honorary title has no other effect
		Game-opener	Has scored the 1–0 goal more than 50 times, regardless of the final result; honorary titles have no other effect
		Mentality monster	Has come from behind to win more than 50 times; honorary titles have no other effect

		One-null hero	>Scored the only goal of a match when the score was 1–0 on 50 occasions; honorary titles have no other effect
		Match-winner	>Scored all the goals in a win on 50 occasions, with at least 2 goals. i.e. 2–0, 2–1, 3–0, 3–1 etc.; honorary titles have no other effect
		Whipping boy	A player the manager doesn't like... Criticism -3 Substituted in the first half -2 Not selected, despite being the stronger player –1 'Underpaid' status -2 Status: 'Highly ly underpaid' –4 At least -10. Honorary titles have no other effect.
 		Manager's favourite	Each player receives points for certain actions: Conversation +1 Praise +4 Training focus +3 Selected for the starting XI even though a stronger player is on the bench +2 Signed by the player themselves +2 Contract extended +1 Satisfaction 0 => -1 per week At least +5. Honorary titles have no other effect.
 		Current coach's favourite	The player with the most points at present receives this attribute. In the event of a tie, there may be more than one player. Honorary titles have no other effects.

Detailed explanations are also available as tooltips above the icon.

Hotseat – introduced in WAF, expanded for WAF2024 onwards

Whilst WAF and NT allowed a maximum of 2 players, the Hotseat has been expanded to 4 players for WAF2024.

To ensure everything runs smoothly, a time limit is set by default.

If the time limit is exceeded, minor penalties are applied. This can happen up to three times per game round; after that, we assume that the player in question has a valid reason and is probably just away from their computer. Of course, you can also disable the time limit in the options.

The order of play can be set flexibly. Scouting results can also be shared amongst players if desired, so that the most accurate information available is always displayed.

WE ARE FOOTBALL supports Steam Remote Play, so you can also play against each other online. The same rules apply here as when playing on a computer.

Hybrid attacks / scenes – from WAF2024 onwards

WAF2024 uses a hybrid system combining scenes and simulation. The outcomes of attacks can vary depending on factors such as the finish, the number of players on the pitch, the formations used, the outcome of challenges, player abilities, potential offside situations, referee decisions and the managers' instructions.

Influence a player character – from WAF27 onwards

In the player profile, you can try to influence a player's character.

To do this, click on the relevant button on the left and select which attribute you wish to change.

Please note that changing a player's type may require several adjustments. Sometimes, several levels of a particular trait are also necessary.

The younger a player is, the easier it is to influence them. The character trait 'Openness' also has a positive effect. Please also note that players change more quickly if you focus on them and do not try to influence many others at the same time.

Incidentally, the more extreme a value is, the slower it takes to reach it. Going from 2 to 3 is twice as fast as going from 4 to 5 or from 1 to 0.

Initial Public Offering (IPO) – from WAF onwards

After two years with a club, you should go public or sell shares to raise funds for further investments. To do this, start talking to investors or preparing for the IPO a few months in advance. If an investor proves uncooperative during negotiations, call them off. You won't lose all the progress you've made in your search, and you'll soon have further opportunities.



Of course, it's wiser to go public when your club is in good shape and you can secure more money. But sometimes you simply need financial backing to make it to the top in the first place.

Influencers – from WAF2024 onwards

If you have an influencer in your squad, be on your guard and don't believe everything you read. We won't reveal any more at this stage. See also 'Social media'.

Influencing character – from WAF27 onwards

See 'Influencing player character'.

Infrastructure – from WAF, expanded from WAF2024 onwards

Under the 'Infrastructure' menu option, you can primarily expand the stadium and the club grounds. On the club grounds, you can also build a museum, which you can then explore virtually. There you'll find all the trophies your club has won so far. OK, there's a limit of 120 – the rest go in the cellar.

You'll find details under 'Stadium', 'Club Grounds' and 'Museum'; there are also specific topics such as access and climate protection.

The national teams also have their own museums.

Integration – from WAF27 onwards

When a new player joins a club, they must first settle in. This happens step by step, and every player progresses at their own pace.

A player care manager helps players who are new to the club. This enables them to get off to a flying start and also provides them with optimal support in learning the language, should that be necessary.

You can also do a lot yourself to help players integrate better and faster:

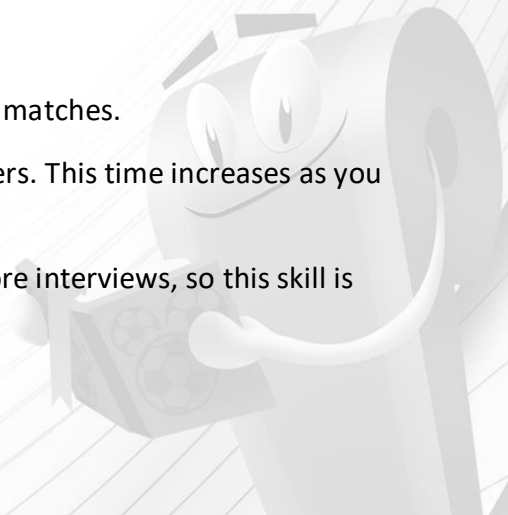
- Appoint a good player care manager.
- Work on your 'Leadership' skill.
- When signing new players, pay attention to their character (openness, self-confidence, agreeableness).
- Let the player play and take care of their language skills.
- Organise team events.

Interviews – from WAF onwards

You'll need to give interviews, particularly after important matches.

You only have a certain amount of time to give your answers. This time increases as you improve your media skill.

At clubs under high media pressure, you'll have to give more interviews, so this skill is particularly important here.





From WAF2024 onwards, in response to popular demand, we have doubled the response time for interviews. This applies generally to all tasks that must be completed under time pressure.

Jan Binsmaier Medal – from WAF2024 onwards



The Jan Binsmaier Medal is a fictional medal awarded only in Germany. It is presented to the best youth players in each age group. It is available in gold, silver and bronze.

- U19 Players who are 18 years old on 30 June (not yet 19)
- U18 Players who are 17 years old on 30 June (not yet 18)
- U17 Players who are 16 years old or younger on 30 June (not yet 17)

Three players will be honoured in each category. The selected players will receive 30%, 20% and 10% progress towards the next level.

The clubs will each receive 20,000, 15,000 and 10,000 euros in recognition of their youth development work.

Note:

Of course, the medal actually has a different name, but there'd be no WAF without Jan. We hope he only 'stumbled across' it whilst playing and was appropriately moved.

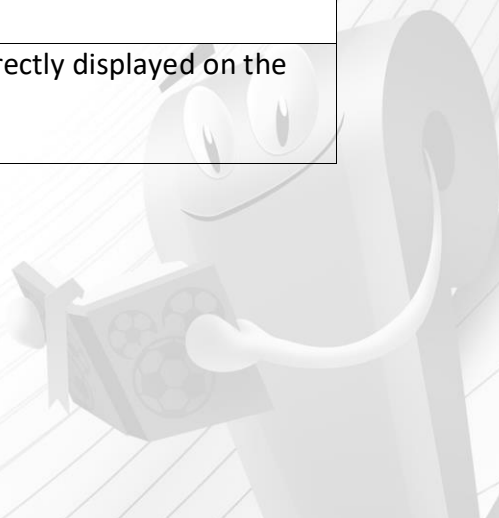
Keyboard layout – from WAF onwards, extended for NT, WAF2024 and WAF27

The following keys can be used in the game:

SHIFT	Game start	Starts in the lowest possible resolution, can also be used in the event of starting problems
SHIFT+CTRL	Game start	Starts in 21:9
ALT+ENTER or F11	Everywhere	Switches between full screen and window
F8	Everywhere	Activates and deactivates the performance display in the game
ESC	Pop-ups	Closes a screen; Cancel
ALT + LEFT ARROW	Main screens game progress	“Back” between screens (also possible with 5th mouse button)
ALT + RIGHT ARROW	Main screens game progress	„Next“ between screens (also possible with 4th mouse button)
TAB (or right-click)	Main menu	Opens and closes the wing menus, if available
SHIFT	Season planning	Allows you to swap training weeks, focus areas and player development using drag and drop.

SHIFT	Create training weeks	Allows you to swap sessions using drag and drop.
F1	Planning	Opens the general help
F2	Help for screen available	Opens the help related to the current screen and closes it again; can also be pressed and held and released again after reading
F3	Main menu	Calls up the line-up in the main menu
F4	Main menu	Calls up the tactics in the main menu
END	Interface	Skips song
POS1	Interface	Restarts current song
SPACE	Match	Pauses the game outside of scenes, but can also be pressed within a scene, in which case it pauses after the current minute of play
ESC	During a scene	Cancels the current scene
1–9	Match	Changes the camera perspective
0	Match	Changes the result display, the camera perspective is automatically adjusted
T	Match	Displays the table in the game (if you press "F3" during a scene, it pauses and then continues)
S (WAF2024)	Scene	Changes the strength of the tail behind the ball (5 settings: 100%, 75%, 50%, 25%, Off)
B (WAF2024)	Scene	Activates or deactivates the output of a rating change in a scene
Y or Z (WAF2024)	Scene	Switches between three zoom levels for the cameras
N	Scene	Switches between different displays above the players: No displays Full names, all players Last names, all players Shirt numbers, all players Full name, player with ball Last name, player with ball Shirt number, player with ball The selection is saved in each case.
SHIFT – left (WAF2024)	Scene	Slows down the playback speed while pressed
SHIFT – right (WAF2024)	Scene	Speeds up the playback speed while pressed
ALT+O	Scene	Displays the scene numbers in the top-left corner during scenes and hides them

		again. Important for screenshots. By left-clicking on the number, you can copy it to the clipboard and easily post it on Discord, for example.
ESC	Scene after a match	Cancels the current scene; if there are several scenes, the entire process is cancelled
SPACE	Scene after a match	Jumps to the next scene if there are several scenes to be displayed; if it is the last scene, the scene display ends
ALT or CTRL + Y or Z	Editor Stadium/Club grounds	Cancels the last change in construction mode
Q + E	Editor Stadium/Club grounds	Rotates a selected object (also works with the mouse wheel)
Ctrl + 1–7	Editor Stadium/Club grounds	Changes the weather
Arrow keys	Editor 2D club grounds	Scrolling
N	3D club grounds	Switches between night and day mode
WASD	Stadium/Club grounds/ Museum	Movement forwards, left, back and right
R + F	Stadium/Club grounds/ Museum	Movement up and down
SHIFT – left (WAF2024)	Stadium/Club grounds/ Museum	Slows down the movement speed in conjunction with WASD as long as pressed
SHIFT – right (WAF2024)	Stadium/Club grounds/ Museum	Speeds up the movement speed in conjunction with WASD as long as pressed
F9	Stadium/Club grounds/ Museum	Define tracking shot (from NT) for video creation or enjoyment
L	Stadium/Club grounds/ Museum	Switches off the display of the controls for particularly beautiful screenshots
Various buttons	Stadium/Club grounds/ Museum	All controls are directly displayed on the screen



SHIFT	Training	In conjunction with drag & drop, this allows you to swap training sessions instead of copying them; in the case of intensities, you can change them all at the same time
1-3	Cup draw	Changes the display speed
1-3	Rookie of the month and of the year	Changes the display speed
SHIFT – left (WAF2024)	Tasks with time pressure	Slows the procedure down
SHIFT – right (WAF2024)	Tasks with time pressure	Speeds up the procedure
CTRL+P	Various places	Prints the respective list

Language learning – from WAF2024 onwards

Under ‘Personal’, you can now also learn languages.

This can be done either through dedicated learning sessions or by working in the relevant country.

The benefits include better chances of receiving offers from those countries and avoiding misunderstandings with players with whom you can only communicate in that language.

Once you’ve reached 100%, the language you’ve learnt will remain with you for the rest of your career.

Your players also learn languages when they play in a new country or if they have a relevant hobby. Players can only learn one language at a time.

You can find a player’s current progress in language learning in their player profile under ‘Career’.

In Creative Mode, you can learn any language directly.

Last training session before the match – from WAF onwards

Before the match, there are certain restrictions on scheduling training sessions to rule out major errors such as a fitness session.

Even when scheduling entire weeks of training, this is taken into account and a session that is too strenuous may be replaced if necessary.

In WAF and NT, travel was assumed even for home matches; this is no longer the case from WAF2024 onwards.



League abbreviations after club names – from WAF2024 onwards

In some tables, the following abbreviations appear after the club names:

Teams relegated	(R)
Relegated and cup finalists	(R, F)
Relegated and cup winners	(R, CW)
Cup finalists	(F)
League Cup winners	(LC)
Relegated side and League cup winners	(R, LC)
Champions and League cup winners	(C, LC)
Newcomers and League cup winners	(P, LC)
Cup winners and League cup winners	(CW, LC)
Champions	(C)
League champions and cup finalists	(C, F)
Champions and cup winners	(C, CW)
Newcomer	(P)
Newcomer and cup finalist	(P, F)
Newcomer and cup winner	(P, CW)
Cup winners	(CW)
Triple winners (domestic)	(T)

League map – from NT onwards

On the league map, it is possible that several clubs are located in the same city.

In this case, a second, smaller crest will be displayed at the top right of the main crest.

If you move the mouse pointer over the pin on the map, you can also use the mouse wheel to display the other clubs.

League table in the menu – from WAF2024 onwards

Under the menu items '1st team' and '2nd team', there is a league table button in the top right-hand corner for quick access to the full league table.

League table in-game – from WAF2024 onwards

Press 'T' to view the full current league table. Alternatively, a section of the table is also displayed in the side menu; this must first be opened using the TAB key or the left arrow key if you are not playing in 21:9 mode.



Learning positions for youth players – from WAF2024 onwards

In the youth player profile, you can have your youth players learn new positions. However, this does come at the expense of the player's general development to some extent during the learning period. Learning new positions is much easier at a young age than later in adulthood. The learning speed also decreases as the youth player gets older.

Up to 14	100%
15	85%
16	70%
17	55%
18	40%

Level boost – from WAF onwards

The level boost can only be used on the home screen and only for the player who currently has the most progress towards the next level. It can be used as often as necessary until the level is reached or the action points are exhausted.

With top stars, you should do everything you can to ensure they can use the level boost as often and as quickly as possible (see also 'Action Points').

Local (Youth) – from WAF onwards

Here you can make existing pitches ready for use or decommission them so that no monthly costs are incurred. The buildings will remain in place.

You can also organise a talent scouting day to discover talented players from the club's local area.

Lucky charm – from WAF2024 onwards

In the Personal section, you can set a secret lucky charm if you're superstitious and believe in its effects. Incidentally, this feature is the first AI-suggested feature in the game (everyone has to start somewhere).

Maintenance costs – from WAF onwards, expanded from WAF2024 onwards

Under WAF, the annual maintenance costs amounted to just 0.5 per cent of the purchase cost of the facilities on the club grounds.

In WAF2024, this was made more realistic and increased to 1.5 per cent. In addition, 1.5 per cent of the stadium's acquisition costs is now also included.

For the women's game, the increase was set at a more moderate 0.75 per cent and 0.1 per cent respectively, as otherwise a large stadium would place too great a financial burden on the club.



Manager communication – from WAF onwards

The manager communication section, which affects a player's happiness, includes interviews, speeches, player conversations, team events and actions in the 'Quick decisions' section. After a while, the effects are forgotten by the player.

Manager of the Season – from WAF2024 onwards

In the statistics, you'll find an overview of previous season winners.

For every 1, 5 and 10 of these titles, you'll receive an award under 'Personal trophies'.

Manager skills – from WAF onwards

You can develop a total of 6 skills up to level 2. As you start with one +2 strength and one -2 weakness, by manager level 13 you will have learnt everything there is to learn.

A detailed description can be found in Part 2 under 'Manager stats'.

Manager tasks – from WAF onwards

Here is the complete list of all manager tasks included in the game:

Make your club 100% climate-neutral.

Reach the highest team spirit level: 'One for all, all for one!'.

Bring pace to the team. All outfield players must have at least one positive attribute in acceleration or speed.

Reduce the average age of the top 20 players in the first and second teams by 3 years.

Increase the club's assets by 10 million compared to the previous season. This will be assessed at the end of the season.

Increase the club's assets by 50 million compared to the previous season. This will be assessed at the end of the season.

Improve the team's league position by at least 5 places. This target is considered achieved at the end of the season.

Improve the total levels of your best 11 players by 10 points.

Ensure that your club's youth players make a combined total of at least 60 appearances. Players who have come through from the youth ranks this season already count towards this total.

Ensure that your club's youth players make a combined total of at least 120 appearances. Players who have come through from the youth ranks this season already count towards this total.

Build a team with at least 6 players of level XXX or higher.

Expand the stadium by 10,000 seats. The target is considered achieved upon completion.

Win the award for the fairest team in the league.

Keep a clean sheet 10 times in the league this season!

Score at least 3 goals in 10 league matches this season!

Reduce the wage bill for the first and second teams by 10 per cent compared to last season.

Make a profit of at least 5 million at the end of this season.

Increase membership by 5% to XXX.

Reduce the number of goals we concede in a season to XXX. (easy)

Reduce the number of goals we concede in a season to XXX. (difficult)

Increase the team's fitness to at least 80.

Increase the team's fitness to at least 90.

If you don't like these tasks at all, you can disable them in the options from WAF27 onwards.

Manager ultimatum and Manager review – from WAF onwards

If your popularity with the board is low (<60), pressure may be exerted on you to deliver positive results in the short term. It's best not to let it get that far. Here too, high popularity with the fans helps to delay these matters somewhat.

Marketing – from WAF onwards

This primarily concerns the sale of shirts and other fan merchandise. Special items can also be produced for certain matches. However, these usually carry a risk, as, for example, a defeat in the cup final severely limits sales of cup-winners' scarves. You can destroy unsold special items; otherwise, you'll just get annoyed every time you look at your inventory in the long run.

The more fan merchandise your club sells in a season, the faster the discount you receive on production increases. Big clubs get through the first few levels in a matter of weeks. By lowering the quality, you can further increase your profit margin, but you may then run into problems with your customers.

Finally, you can also run charity campaigns here and manage the club app.

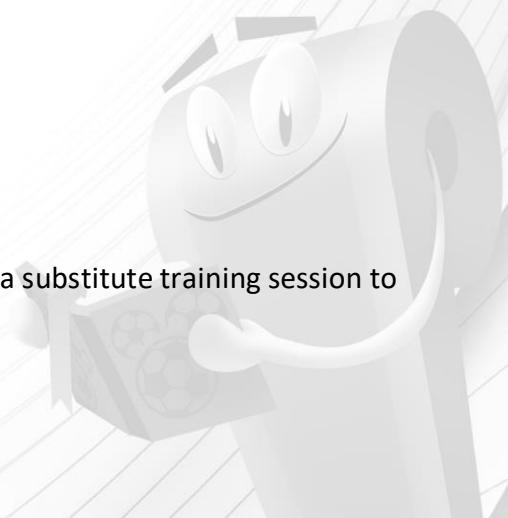
Charity initiatives are good for your reputation amongst fans and the general public. They help secure your job whilst also fostering a positive image, which could stand you in good stead as your career progresses.

Match options – from WAF2024 onwards

See 3D Match Options.

Match-replacement training – from WAF2024 onwards

Players who are not in the squad automatically undertake a substitute training session to make up for it.



Maximum number of search results – from WAF2024 onwards

See 'Options'.

Medical department – from WAF onwards

This section is about your injured players. If you click on them, you can visit them directly in hospital or at the rehab centre. The players appreciate you taking the time to do this, even if it doesn't give you an advantage in the next match.

Members – from WAF onwards

Every club can fall into one of three categories. Either the club has no members at all, in which case the members' section in the game is disabled. The second option is members without voting rights. In these clubs, members are not involved in the sale of shares, but the menu option is otherwise available. The third option is clubs with voting rights; here, members have a say in decision-making.

However, membership should also offer personal benefits to members. You should therefore put together an appealing package for your members from the various discounts available. The more attractive the offer, the more new members you will attract.

You can also set membership fees and special offers. A lifetime membership, in particular, can help you during the crisis.

You are free to choose the club's motto (the default is taken from the editor). It is used, for example, as lettering on the wall in the museum and is also featured in the club video. A maximum of 40 characters is allowed.

In the long term, the 'Free until' category is key to increasing membership numbers. Added to this are the baby rompers for newborns in your town and the ongoing recruitment of adult members through targeted campaigns. A strong membership base brings in millions to your coffers every year.

Mole hunt – from WAF2024 onwards

If you have a mole in the team, you quickly realise this from the corresponding newspaper reports. These have a very negative effect on team spirit, as nobody trusts each other anymore.

The mole is integrated into the "cabin seismograph" area. If there is a mole, a button there can be used to open the screen for hunting. Otherwise it is locked.

A player becomes a mole if he has certain character traits and is unhappy.



This means that you can rule out all happy players during the hunt.

Then there are players whose character tends to favour such acts, but this is where your task begins.

There can be up to two moles at the same time.

If you have a reasonable suspicion, you can confront a player and impose a corresponding penalty. Let's hope you've got the right one.

You can also sit out the mole problem, at some point they will stop. Maybe their discontent will simply end. But doing nothing is painful.

If you don't like the mole hunt at all, you can also disable it in the options from WAF27 onwards.

Museum – from WAF onwards, expanded from WAF2024 onwards

If you don't yet have a museum, you can build one on the club grounds. Admission is free for you.

There are 3 tiers, each with a different maximum number of trophies.

New in WAF2024 is the Hall of Fame. Up to 16 players can be honoured there.

These can be selected both in the Editor and under 'Infrastructure / Hall of Fame'.

You also have the option to include up to 4 current or historical team photos (see Part 4).

Unlike in WAF, in WAF2024 you can also enter all available museum rooms directly, even if the display cases are still completely empty.

Music control – from WAF2024 Update 1 onwards

You can skip a track using the END key and restart the current track using the POS1 key.

National team – from NT onwards

When selecting a national team, the talent pool is particularly important for long-term success. Otherwise, make use of the options to convince players from your country to join, persuade them or grant them citizenship.

At least once before a tournament, check for suitable youth players who you might be able to take with you. It's best to do this a few weeks before the squad is announced.

You can also support your national team through donations.

Negotiations with players – new from WAF27 onwards

See 'Player negotiations'.

Network – from WAF onwards

For each country, you can improve your knowledge across 5 levels. These are represented by flags that get progressively larger. From WAF2024 onwards, you can also find the exact level in the tooltip above the flags.

Nicknames – from WAF2024 Update 1 onwards

Some players earn special nicknames. You can find these in the club profile above the large player graphic.

Notes – from WAF onwards, expanded from WAF2024 onwards

In WAF, you could already save notes on players.

From WAF2024 onwards, you can also view these specifically via the Data Analyst.

To do this, in WAF2024 you can create notes using the 'Create reminder' function. You'll find this at the bottom centre of the weekly planner. Here, you can also create templates for frequently recurring reminders, which you can then quickly reuse time and again.

Offering players – from WAF2024 onwards

31/12/2026 Offer player

Select club for offer: **Prussia Dortmund** (Looking for: AM, DF) Transfer budget: **£23.9m**

Player type: **Team player**

Market value: **£2.8m**

Contract duration: **30/06/2028**

Basic salary: **£28,800 p/w**

Currently simply enjoys playing football.

Name	MP	SPs	Level	AL	Fo	Age	Char	Tal	Nat	Term	Market val.
Mikulić, Nebojša	①	GK	-	★★★★★	11.7	9	24	④	🇧🇮	30/06/2028	£16.5m
Heck, Luc	①	GK	-	★★★★★	7.5	7	24	④	🇩🇪	30/06/2031	£1.4m
Kämmerer, Nicklas	①	LWB	LM	★★★★★	11.6	9	25	④	🇩🇪	30/06/2029	£23.0m
Weyers, Edwin	①	LWB	LM	★★★★★	11.8	8	21	④	🇩🇪	30/06/2030	£32.0m
Habermann, Arne	①	RWB	RM	★★★★★	11.7	7	29	④	🇩🇪	30/06/2029	£16.5m
Mücke, Lasse	①	RWB	RM	★★★★★	9.5	9	30	④	🇩🇪	30/06/2030	£4.0m
Wrede, Michel	①	CD	-	★★★★★	11.9	8	20	④	🇩🇪	30/06/2031	£36.0m
Lutz, Kevin	①	CD	DM	★★★★★	10.7	7	21	④	🇩🇪	30/06/2029	£9.0m
Hahn, Kai-Uwe	①	CD	RWB	★★★★★	10.4	8	18	④	🇩🇪	30/06/2028	£10.0m
Tölle, Levi	①	CD	-	★★★★★	8.2	7	25	④	🇩🇪	30/06/2027	£1.8m
Poppe, Marcel	①	CD	DM, RWB	★★★★★	7.5	7	18	④	🇩🇪	30/06/2028	£2.5m
Lange, Kuzey	①	DM	RM, SW	★★★★★	11.9	8	23	④	🇩🇪	30/06/2030	£34.0m
Junik, Romul	①	DM	RM, CD	★★★★★	11.3	7	18	④	🇩🇪	30/06/2030	£34.0m
Weiß, Luc	①	RM	CM	★★★★★	12.5	7	31	④	🇩🇪	30/06/2029	£30.0m
Noe, Harald	①	RM	AM, DM	★★★★★	6.8	7	18	④	🇩🇪	30/06/2027	£1.2m
Petříček, Tomka	①	CM	DM, RM	★★★★★	12.5	8	29	④	🇩🇪	30/06/2029	£40.0m
Gehrke, Mario	①	CM	DM	★★★★★	11.8	7	33	④	🇩🇪	30/06/2028	£6.6m
Schenk, Bastian	①	CM	RM	★★★★★	8.7	7	18	④	🇩🇪	30/06/2031	£7.5m
Krumpal, Hendrik	①	AM	RA	★★★★★	12.4	8	25	④	🇩🇪	30/06/2031	£48.0m
Mattern, Michel	①	LA	LM	★★★★★	12.8	7	21	④	🇩🇪	30/06/2030	£90.0m
Scheer, Hendrik	①	RA	ST, DF	★★★★★	8.7	7	18	④	🇩🇪	30/06/2029	£9.5m
Schöpf, Valentino	①	ST	LA	★★★★★	12.4	9	32	④	🇩🇪	30/06/2029	£24.0m
Gorosito, Bautista	①	ST	-	★★★★★	12.1	4	22	④	🇩🇪	30/06/2028	£56.0m
Brose, Lennart	①	ST	AM, DF	★★★★★	8.4	7	20	④	🇩🇪	30/06/2029	£6.0m
Vasiliev, Yaroslav	①	LWB	-	★★★★★	10.1	10	32	④	🇩🇪	30/06/2028	£1.9m
Willoughby, Martin	①	DM	-	★★★★★	11.5	5	27	④	🇩🇪	30/06/2030	£11.5m

Offer: **Buy** (checked) **£2.8m** **Still possible requests during this appointment 5**

With this new feature, you can specifically offer players to other clubs. You have five attempts available per session.

One-club player – from WAF2024 onwards

A player receives this title if they have played for only one club and are over 25 years old.

This is displayed in the player's profile, either directly or under 'Honorary titles'.

Ongoing negotiations – from WAF27 onwards

Ongoing negotiations are displayed at the bottom of the weekly schedule. You can press ENTER to open a full screen list for actions. In the main menu you can also view the current status from the home screen. The new player negotiations relate only to transfers. Loans will continue to be arranged directly. No new salaries will be negotiated in this context.

Purchases are highlighted in a light green colour, whilst deals between two users are highlighted in a light blue colour.

During the week, the most recent change is highlighted in red on the right-hand side so that changes are easier to spot.

If the countdown in the last column reaches 0, the player makes a decision and negotiations with the club follow.

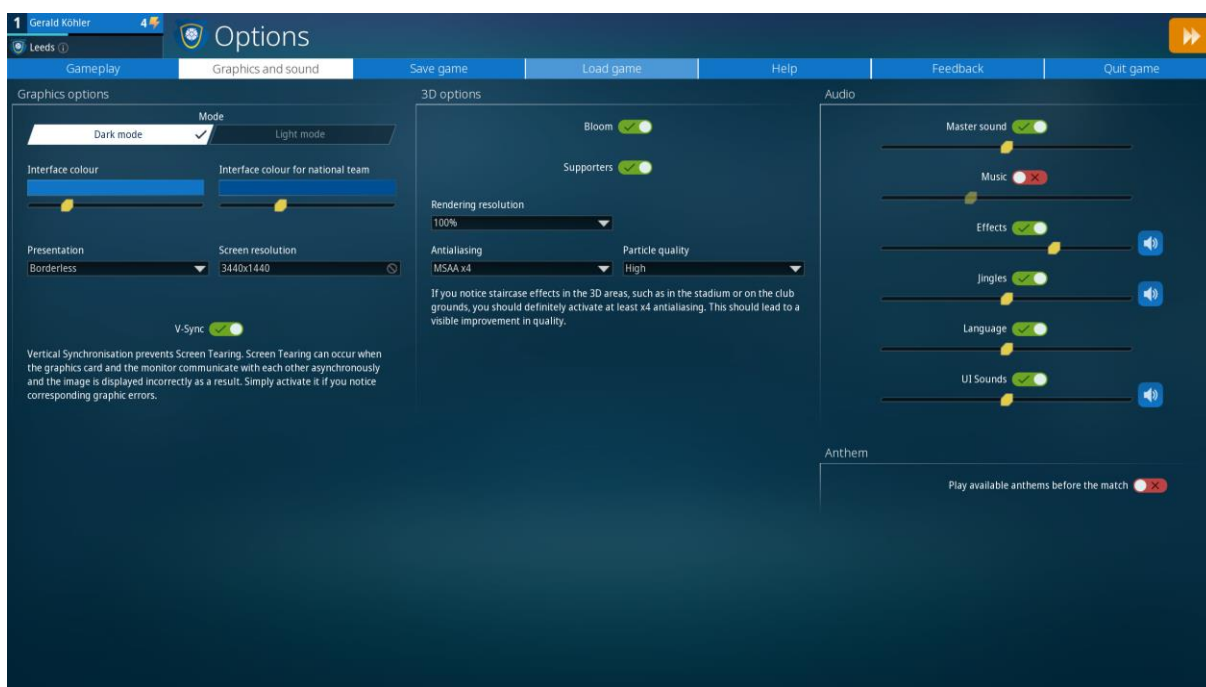
Options – from WAF onwards, some from WAF2024 onwards



You'll find the options in the top-right corner of the menu during the planning phase.

Here are a few options you might find interesting:

- You can adjust the speed of the weekly cycle.
- You can switch between Light and Dark Mode (from WAF2024 onwards) and change the interface colour.
- You can adjust the text display speed and the speed of the weekly schedule.
- If you don't want to play with real player photos, you can switch to silhouettes.
- Only up to NT (due to licensing): For the photos, you can choose the priority between our photos (DLC) and your own. This priority only applies if a photo appears twice.
- You can change the numbering system and the currency here. We currently convert the currencies available in the game on a 1:1 basis.



Most options are self-explanatory. Here are a few notes:

Light Mode

If you'd prefer a lighter screen layout, a Light Mode is also available from WAF2024 onwards.

Text Speed

Here you can set how quickly the outcome is revealed in the weekly schedule for events with an open ending. The best setting depends on your reading speed and how much suspense you want.

Speed of the Weekly Progress

The speed you set determines how quickly the individual days scroll through the weekly schedule. You should enable the fastest selection, particularly with large datasets, as the speed slows down significantly anyway when there are a large number of leagues.

Weekly schedule background

Here you can choose whether to use a standard graphic or your own stadium in the weekly schedule. The first option is a bit dull, but particularly fast. For the second option, there are three choices: club colours (in which case the background is coloured accordingly), day or night. If you upgrade your stadium, the background will, of course, be updated.

Salary period

Some countries prefer weekly payments, others monthly or annual. Here you can select your preferred option.

Rating system

This concerns the assessment of a player's performance in a match. As the rating system varies from country to country, you have various options here (see also 'Changing ratings during a match' above).

Voice output

Here you can set at which points in the match voice commentary should be played.

Voice actor

Here you can select a commentator for the voice output.

Add a new player

If there are currently fewer than two players (up to NT) or fewer than four players (WAF2024), a player can be added.

Leave the game or end the game

The current player leaves the game. If there are no players left, the game ends.

Dismissals

If you play without dismissals, you will no longer be sacked if your popularity with the board falls below 50. See also 'Board' for details.



Hotseat

In Hotseat mode, the planning phase can be played with a time limit. Once this has expired, a random penalty is imposed, with a countdown sounding for the last 5 seconds. This happens three times in a row. After that, no further penalties are imposed during the current planning phase.

In addition, this mode offers the option to set the player order and automatically share scouting results, amongst other things.

Maximum number of search results (from WAF2024 onwards)

Here you can set the maximum number of search results to be displayed. This is particularly relevant on the 'Scout/Sign Player' screen. Otherwise, the search may take an extremely long time – especially with large databases – and cause problems.

'Per frame' also determines how many entries are added per frame. On fast computers, you should try increasing this number. The default setting is 50. If your frame rate drops, you should reduce this number.

You can customise these settings to ensure optimal search times depending on your computer and the database.

Creative mode

You can switch from regular to creative mode at any time, but there is no way back. It is best to save your current game first.

Organisation – from WAF onwards, extended for WAF2024

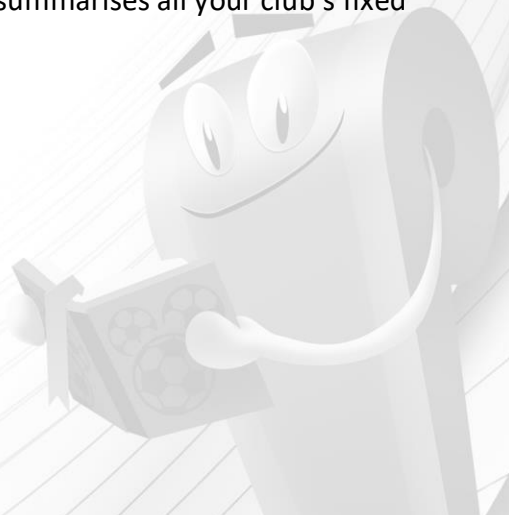
This section covers friendly matches, training camps, accommodation and the start of the season. Whilst your assistants will also make suggestions, you can take care of these matters yourself here. There's quite a lot to do, particularly during the pre-season; later on, the transition between training and matches will run almost automatically.

Package price – general

Calculating the package price is not straightforward. As well as the transfer fee or loan fee, this also includes the total salary payments to the player or staff member. In the case of staff members, any potential severance payments are also taken into account.

Passive income – from WAF2024 onwards

Under 'Finances', you'll find a section on the far right that summarises all your club's fixed income from sources other than football.



Finances Passive income				
Rental income				
	Number	Monthly income	Yearly income	
Apartments	0	£0	£0	
Luxury apartments	0	£0	£0	
Gastronomy and catering				
	Number	Monthly income	Yearly income	
Stationary sausage stand	0	£0	£0	
Roaming sausage stand	0	£0	£0	
Canteen	0	£0	£0	
Restaurant	1	£1,500	£18,000	
Investments				
	Amount			
monthly interest rates	£0			
Annual interest rates	£0			
Interest rates at end of term	£0			
Total interest income current season	£0			

These are divided into three categories: rental income, catering and interest from investments.

Pay rise for all department heads – from WAF27 onwards

To ensure that fewer department heads ask for a pay rise, particularly following a promotion, you can implement this proactively with a single click under 'HR/Finance'. This is only possible once per season.

Personal trophies – from WAF2024 onwards

We've included a trophy room for your personal awards, which displays your achievements in the form of trophies. There are also various other trophies, each of which requires you to meet specific conditions. In total, you can collect up to 100 trophies. You'll find the trophy room in the headquarters and under 'Personal' > 'Personal Life' > 'Personal Trophies' button.



Trophies für achievements	How often?	Points	Category
1 Lightning start	1	5	BRONZE
2 Season objective	1	5	BRONZE
3 Improve reputation	1	5	BRONZE
4 Evergreen	1	5	BRONZE
5 First triumph	1	5	BRONZE
6 Level-ups	1	5	BRONZE
7 All on board	1	5	BRONZE
8 Beaten them all	1	5	BRONZE
9 Lucky streak	1	10	BRONZE
10 Double promotion	1	10	BRONZE

11 Once again continental matches	1	10	BRONZE
12 Birthday	1	10	BRONZE
13 Start to finish victory	1	10	BRONZE
14 Home strength	1	10	BRONZE
15 Saviour	1	10	BRONZE
16 Christmas	1	10	BRONZE
17 Expensive buy	1	15	SILVER
18 100-goals attack	1	15	SILVER
19 Strong on the road	1	15	SILVER
20 Expensive sale	1	15	SILVER
21 Stronghold	1	20	SILVER
22 Collector	1	20	SILVER
23 Immediate comeback	1	20	SILVER
24 Quality over quantity	1	20	SILVER
25 Continuous improvement	1	25	SILVER
26 Club loyalty	1	25	SILVER
27 No weaknesses	1	25	SILVER
28 Finally, gold taps	1	25	SILVER
29 Fairness prize	1	30	SILVER
30 Clean sweep	1	30	SILVER
31 Football god Football goddess	1	30	SILVER
32 Cash machine	1	30	SILVER
33 Striker	1	40	GOLD
34 Mega catch-up	1	40	GOLD
35 Through the night to light	1	40	GOLD
36 Highest level	1	40	GOLD
37 Builder	1	50	GOLD
38 World's best player	1	50	GOLD
39 The Triple	1	50	GOLD
40 Old and wise	1	50	GOLD
41 Sultan	1	50	GOLD
42 Triple non-stop	1	50	GOLD
43 Europe, we're coming!	1	40	GOLD
44 Taking part is everything	1	40	GOLD
45 European Championship winners	1	50	GOLD
46 World Cup winners	1	50	GOLD
47 Club world cup winners	1	40	GOLD
48 500 wins	500	30	SILVER
49 500 draws	500	30	SILVER
50 500 losses	500	30	SILVER
51 2,500 league matches	2,500	30	SILVER
52 1,000 wins	1,000	30	GOLD
53 1,000 draws	1,000	50	GOLD
54 1,000 losses	1,000	50	GOLD
55 5,000 league matches	5,000	50	GOLD
56 10 trophies	10	25	BRONZE

57 50 trophies	50	40	SILVER
58 100 trophies	100	50	GOLD
59 10 Championships	10	25	BRONZE
60 50 Championships	50	40	SILVER
61 100 Championships	100	50	GOLD
62 5 international cups	5	25	BRONZE
63 10 international cups	10	40	SILVER
64 25 international cups	25	50	GOLD
65 Feedback given	1	10	BRONZE
66 Donation king	1	25	SILVER
67 Total network	1	50	GOLD
68 A tough negotiator	1	50	GOLD
69 Softie	1	25	SILVER
70 Punisher	1	30	SILVER
71 Club foundation	1	10	BRONZE
72 Champions with own club	1	50	GOLD
73 Child with football career	1	25	SILVER
74 Quintuple	1	50	GOLD
Trophy WAF			
75 WAF1	1	10	GOLD
Trophy Manager of the year			
76 1x Manager of the year	1	10	BRONZE
77 5x Manager of the year	5	25	SILVER
78 10x Manager of the year	10	50	GOLD
Trophy Manager level			
79 Manager level 5	1	10	BRONZE
80 Manager level 10	1	25	SILVER
81 Manager level 15	1	50	GOLD
Trophy Player level			
82 Player level 16	1	30	Special
83 Player level 17	1	40	Special
84 Player level 18	1	50	Special
85 Player level 19	1	50	Special
86 Player level 20	1	50	Special
Trophy Pacifier			
87 Best youth work bronze	1	10	BRONZE
88 Best youth work silver	1	20	SILVER
89 Best youth work gold	1	30	GOLD
Trophy Rookie of the year			
90 1x Rookie of the year	1	10	BRONZE

91 5x Rookie of the year	5	30	SILVER
92 10x Rookie of the year	10	50	GOLD
Trophy Rookie of the month			
93 10x Rookie of the month	10	10	BRONZE
94 50x Rookie of the month	50	30	SILVER
95 100x Rookie of the month	100	50	GOLD
Trophy Playing time			
96 50h playing time	50	10	WOOD
97 100h playing time	100	20	BRONZE
98 250h playing time	250	30	SILVER
99 500h playing time	500	40	GOLD
100 1,000h playing time	1,000	50	COLOURFUL

Pitch heating – from WAF2024 onwards

In WAF2024, the pitch heating has only visual effects. The default setting is set in the editor (as was already the case in WAF and NT).

If you don't have heating, you might have to play on a snow-covered pitch when the temperature is low enough. Not everyone is keen on this, so you can enable it at any time under 'Infrastructure' and 'Details'.

Pitch-side advertising – from WAF onwards

When marketing perimeter advertising, you should always compare the offers with your existing contracts. This will quickly give you an idea of whether the contract is worth it or whether you should wait for better offers in the coming weeks.



Always buy the rotating boards first, then only sign any missing perimeter advertising contracts.

Player comparison – from WAF2024 onwards

Players can now also be moved or swapped using drag and drop.

Player designations – from WAF onwards

Player is a fan favourite	- >20 goals in a season - >3 penalties saved in a season - >6 'Joker' goals in a season - Aged over 30, with over 10 years at the club, and no downgrade this season - Player from the club's own youth academy - Two upgrades in a season - >200 matches and form at least 'average' - Maximum motivation - Tackling +2 or Technique +2
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	As soon as a player meets two of these conditions, they are awarded the status. This is then used in newspaper reports, match commentary and the like. There is no formal award ceremony. If the player drops a level, the conditions are reassessed. The status is also lost if the player signs for a new club. If the player retires whilst at their current club, the status is, of course, retained.
Difficult player	Open-mindedness=0 Sociability = 0 or = 4 Perfectionism=0 or =4 Confidence = 0 or = 4 Agreeableness = 0 or = 1 Negotiation skills = 0 If at least 2 of these criteria are met, the player is difficult.
Player willing to learn	Open-mindedness + Perfectionism + -2 for Confidence 4 and -1 for Confidence 3 and -1 for Agreeableness 0; total >4
Player with top-tier character	Open-mindedness + 3 for Sociability 3 and +1 for Sociability 2 or 4 + ditto Perfectionism + ditto Confidence + Agreeableness + Negotiations; total >13
The player is a positive sort	Open-mindedness >2, Sociability 2 or 3, Self-confidence 1–3, Agreeableness >2, Negotiation >2
An anxious player	Openness 0 scores 2 points, Openness 1 scores 1 point, Sociability 0 scores 3 points, Sociability 1 scores 1 point, Confidence 0 scores 3 points, Confidence 1 scores 2 points, Confidence 2 scores 1 point; in total, a player who is anxious needs >2 points
The player is an artist	Technique +2, Dribbling at least +1, Open-mindedness >2, Top 10
Player is lazy	Perfectionism <2, Stamina negative

Player development – statistics – from WAF onwards

As early as WAF, the player profile included charts showing the development of level and market value.

From WAF2024 onwards, the existing statistics under ‘Career’ were significantly expanded. The aim was to enable you to track your players’ progress in terms of goals, assists and appearances as effectively as possible.

Another new feature from WAF2024 onwards is that the statistics with bar charts now also show the gaps between appearances. This allows you to better understand the actual progression.

Player negotiations – new from WAF27 onwards

The negotiation system has been changed for WAF27. Whereas previously negotiations with a player took place in a single day, they can now drag on for a longer period.

The player assesses not only the offer but also the club and the league, and makes a statement on the matter. Money is therefore by no means the only factor, and sometimes it simply doesn't make sense to try to persuade a player.

Additional bonuses

Compared to previous versions, there are additional bonuses during negotiations for 50% and 80% of competitive match time played, as well as for league titles and promotions.

Final offer

This speeds up the player's decision-making process, but you cannot increase your offer any further afterwards.

Adjust offer

For each financial contract clause, you'll find a small tick box on the left. If you tick this, your offer meets the player's demand. As soon as the demand and your offer match completely in a particular area, a large tick will also appear on the right.

At the bottom of the screen, you can also accept the player's entire demands with just one click by selecting 'Meet demands'.

Cancel negotiations

Finally it is also possible to simply stop the negotiations. A few weeks later you can try again.

Player of the century – from WAF onwards

An important use for action points is boosting extremely strong players. As soon as such players appear in the headquarters as the next candidates for upgrading, you should boost them to the maximum so that they reach the next level straight away. This way, you can even aim for levels beyond 15. If this is blocked by other players who are further along in the game, it may be worth benching them in the reserve team or selling them. A player beyond level 15 is sure to fetch a spectacular price on the transfer market.



For maximum financial gain, it's best to use your action points to boost young players with high talent ratings.

Player relationships – from WAF2024 onwards

A special tab is available for both the first and second teams to manage the relationships between the players in your squad. The following relationships are analysed and displayed in the following order of priority:

- Friends
- Enemies
- Mentor of
- Is mentored by
- Play well together
- Don't play well together



Congenial duo
Competing for same position
Same home country
Don't speak a common language
Know each other for a long time
Common past
Both are quite dissatisfied
Similar character
Both have the right grit
Both are team players
Same training objective
Similar level of acceptance within the team
Contracts are running out
Same hobby
Both are analysts
Both are artists
Both are leaders

Player retirement – from WAF2024 onwards

When a player's career ends, you'll be shown a special profile once again. This also shows what a player has been doing since retiring. This is particularly important when it comes to all-time statistics, where many players are no longer active.

Player statistics – Season – from WAF27 onwards

In the club profile, there is a new tab called 'Players – Season'.

Here you can find the club's current record holders in various categories.

Arrow buttons are provided for players; these are activated or displayed in the event of a tie between players.

If a value in a category is 0, that category is not displayed.

Playing style – from WAF onwards

This is the most important decision you'll need to make first when taking charge of a club. It helps if this aligns with your players' preferences; otherwise, you should reshape the squad as quickly as possible.

It also determines the scope of your defensive and offensive options.

The training progress of a playing style that is not selected is reduced by 1 at a rate of 20 per cent per week. So you can certainly switch between two variants or use an alternative only temporarily. However, it takes some time for your team to fully adapt to two different approaches.

Playing time – from WAF27 onwards

MP	Name	AL	Level	Act.	Targ.	Fo.	Age	Ma.	Avail.
Played a lot more than expected									
DM	Hall, Louis	10.7	★★★★★	94%	75%	3	24	20	20
LM	Tasker, Leonardo	9.8	★★★★★	93%	75%	4	24	22	24
CD	Towner, Alfie	9.7	★★★★★	91%	75%	6	31	23	24
Has played more as expected									
CD	Lewis, Jude	11.8	★★★★★	100%	85%	6	25	16	16
ST	Jankowski, Tytus	12.3	★★★★★	100%	85%	7	31	24	24
ST	Vardy, Miles	9.4	★★★★★	95%	80%	5	18	24	24
CM	Stevenson, Lucas	10.9	★★★★★	92%	80%	5	28	20	20
CD	Gray, George	9.6	★★★★★	95%	85%	4	34	22	22
Playing time as hoped									
RA	McKenzie, Dylan	11.5	★★★★★	91%	85%	3	27	21	23
RA	Ambrosius, Martin	8.4	★★★★★	69%	65%	5	20	17	24
Didn't play enough									
CD	Mills, Owen	6.9	★★★★★	44%	45%	10	20	9	21
CM	Clarke, Michael	7.6	★★★★★	67%	70%	6	21	19	24
RM	Burke, James	6.2	★★★★★	19%	35%	8	22	5	22
AM	Lowholm, Hejne	6.7	★★★★★	34%	50%	5	23	8	17
ST	Bonney, Bentley	6.5	★★★★★	14%	40%	7	23	5	22
GK	Mkhulisi, Juries	7.0	★★★★★	0%	60%	9	24	0	24
LWB	Moore, Micah	7.4	★★★★★	0%	65%	5	34	0	0

This is a new tab under '1st and 2nd teams'. Here you can see at a glance which players are currently satisfied or dissatisfied with their playing time.

The screen consists of two sections: 'Playing time' and 'Regular players'. As on various other screens (e.g. Squad), the player's position is indicated by its colour to show whether the player is currently in the starting line-up. The 'Playing time' tab appears in 1st team / 2nd team directly after 'Squad'.

Playing time

Players are divided into six categories.

Preference/Result

Has played much more.	+++	>20% more
Has played more.	++	>10% more
Played as hoped.	+	>=0 more
		1–9 per cent too little
Has not played enough.	-	>=10% too little
Has hardly played.	--	>0%
Hasn't played at all.	---	0%
Not rated	X	No quarter

Player expectations are the same as in WAF2024, but with the following additions.

A value of 0 is returned if the player is under 20 years old and not in the top 20. A value of 10 is returned up to 25th place. Below that, a value of 5 is returned.

Leaders and artists => +5%

Team player => -5%

Difficult player => +10%

Players under 21 from the club's own youth system => -10%

Players under 20 signed from outside the club's own youth system => -5%

Player promoted from the reserve team => -5%

Goalkeeper is >2 stars better than the second-choice keeper

90 (1st goalkeeper)

5 (second-choice goalkeeper)

The goalkeeper is >1 star better

80 (1st goalkeeper)

10 (2nd goalkeeper)

Else

70 (both)

3rd goal, 4th goal => 0

Ratings are only awarded after 10 matchdays (players not rated receive an X); the following exceptions apply:

Captains, Artists, Difficult Players => from matchday 5

In the table an appropriate bar is shown. This varies for each player in terms of the target value.

Up to target value A white bar that fills in red as the target value is reached.

From target value A white bar, turning green thereafter.

This is followed by the 'Target/Actual' column with a percentage value. This also represents the preliminary sorting.

Regular players

The list is divided into three colour-coded sections (similar to the line-up).

Green players meet the criteria, black players do not; players with a red background have been absent for some time and are therefore not included in the assessment.

The bar indicates how far a player is below or above the target of two-thirds of all appearances. The same method is used here as for training progress.

Up to 2/3 A white bar that is filled in with red up to 2/3.

From 2/3 A white bar, turning green thereafter.

The calculation now relates solely to the current season, rather than to the last 20 matches as was the case with WAF2024 and earlier versions. All competitive matches are taken into account. The regular player flag is calculated and displayed from the very first match.

This is followed by the 'Target/Actual' columns with percentage values. This also represents the preliminary sorting.

Playing without budgets – from WAF27 onwards

New in WAF27 is the option to play without budgets, provided the club's assets meet the required threshold. You can select this option together with the difficulty level.

In this case, a simple test takes place at the start of the season. Either the club's assets are greater than the standard budget, in which case the full amount of the club's assets is at your disposal, or the standard budget is greater, in which case you are allocated that amount – meaning you can run up a deficit.

Once you have a free budget, you will no longer be able to renegotiate your season target later on.

During the season, the board meets once a week to make any necessary adjustments should any significant financial issues arise. You may therefore have to wait a little while, but if you make a profit during the season, you can reinvest it straight away.

But be careful! There are fixed future expenses, such as salaries and transfer fees for next season. You'll need to keep a close eye on these yourself to ensure your club doesn't slide into a financial crisis. This mode is therefore best suited to experienced players.

Poaching youth players – from WAF onwards

You can also poach youth players from other clubs.

To do this, you can use your network in advance to view the youth players in another club's club profile. The information there will then be available to you for 2 weeks.



If you receive a message stating that your club is not currently a good place for youth players, this is because not many of your youth players have made it into the first team recently. There must be at least three players under the age of 22.

Pre-match travel screen – from WAF, improved several times

Here you'll find information on travel arrangements and upcoming matches. From WAF2024 onwards, two icons have been added to the match listings.



The team currently has no injured players. The coaching staff have a full squad to choose from.



The team is currently suffering from a spate of injuries and has several players out.

On the travel screen, we'll also display the head-to-head record against this opponent in league matches from WAF2024 onwards using a pie chart.

Preparing for opponents – from WAF2024 onwards

There are various things you can do to prepare your team optimally for your next opponent.

You can find out the current status by selecting the 'Opponent preparation' side menu. The following information is displayed there:

Team analysis	0–100% in increments of 10 (0–10)
Video analysis	66% (one session) or 100% (two sessions)

It also shows whether you have trained the specific units: tackling, throw-ins, free kicks, corners and penalties.

The analysis always focuses on the next opponent; otherwise, the fields are left blank or show an 'X'. Up until match day, the system checks the current status and which training sessions are still to come. On match day itself (e.g. in the pre-match tactics), the actual values are displayed.

Important: Not everything has to be perfect all the time; for example, you only need to practise penalties before a cup match. Nor can you always observe every opponent 100 per cent or practise specific throw-ins or corners.

Profiles – from WAF onwards, some new in NT, some new in WAF2024

You can access profiles either via the small round 'i' buttons (from WAF2024 onwards) or by right-clicking (from WAF onwards) on the relevant names. They are available for:

- Yourself
- Players
- Youth players
- Staff
- Referees
- Countries (from NT onwards)
- Leagues (from WAF2024 onwards)
- Cups (from WAF2024 onwards)

Special highlights will be available in the club and player profiles from WAF2024 onwards.

In the club profile, for example, you can now watch a club video featuring all the highlights.

For players, under 'Season', you can view their goals so far this season. You can either view them all at once or by first selecting the relevant match.

Please also note the button for editing club and player details in the top right-hand corner. Any changes made here apply only to the current match. For details, see also 'Edit players' and 'Edit club details'.

Promises to individual players – some from WAF2024 onwards

You can make all sorts of promises to your players in one-to-one conversations. The basic rule is always that the negative effect of a broken promise is twice as great as the positive effect it previously had.

Promo tours – from WAF2024 onwards

These always last a week. They bring in money and boost your club's international reputation. This doesn't happen straight away, but it will have an impact over the years. You'll then enjoy various advantages, for example when signing players or negotiating with sponsors.

On every tour, you can play three friendly matches and can even earn a bit of money this way, provided you have the necessary reputation. But even if you lose, you'll still see a long-term positive effect, as mentioned above.

Tours are only available to top-flight clubs. This saves you from embarrassing attendance figures, and anyway, nobody abroad buys second-tier shirts.

Important: Just like friendly matches, tournaments cannot simply be cancelled once scheduled.

Promotional video (Manager) – from WAF2024 onwards

Under 'Personal', you can have your own promotional video created. Although this costs money, it will help you in your job search as an application video. We also hope you'll enjoy watching it!



If you're aiming for a big club, a sensational video will help. If you're more interested in a smaller club, you'll need to come across as more modest.

Psychological profile – from WAF onwards

A profile like this tells you a lot about the team. Once created, it's available for a week and must then be recreated.

Rating changes during the match – from WAF2024 onwards

You can use the 'B' key to enable the display of rating changes during match scenes. For 'German ratings', the number shown indicates the actual rating changes (based on 90 minutes). At the start of the match, these are initially weighted more heavily, as the ratings always relate to the number of minutes played so far.

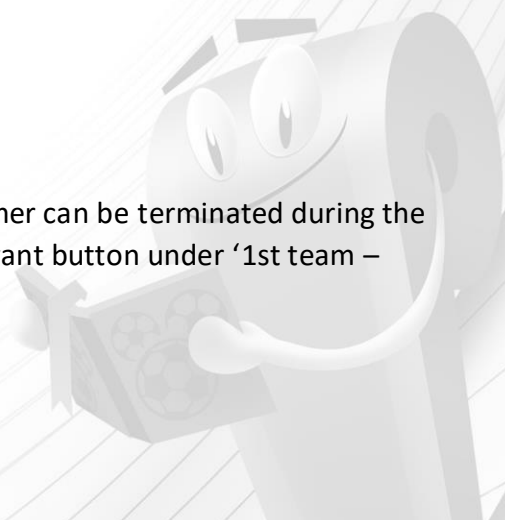
In other rating systems, a rating using plus or minus signs is displayed instead of the actual rating changes. +++ stands for a very good action, whilst --- stands for a serious mistake.

Real-life events – from WAF27 onwards

See Daily WAF.

Recalling loaned players early – from WAF2024 onwards

If a player is not being used, a loan that began in the summer can be terminated during the winter break under certain conditions. You'll find the relevant button under '1st team – Players on Loan'.



The conditions are:

- Loaned out in the summer
- Winter transfer window is open
- Played a maximum of 2 matches for the new club
- Did not play in the last match
- Form < 6

Recall players – from WAF2024 onwards

See “Recalling loaned players early”.

Recent matches – from WAF onwards

The five diamonds, from right to left, show the results of the last five matches. Green stands for a win, yellow for a draw and red for a defeat. If the diamond is at the bottom, this indicates that it was a home match. For away matches, the diamond is positioned at the top.

Referees – from WAF onwards

They have two key attributes: their competence and their strictness. You’re at the mercy of their competence, but you can adapt your playing style by increasing commitment and fouls when strictness is low, or reducing them when strictness is high.

Regional cups – from WAF27 onwards

Regional cups can be set up in the editor. These allow teams to qualify for the next higher-level cup. This is possible across several tiers.

Reimbursing travel expenses – from WAF2024 onwards

It is possible to waive fans’ travel costs following a disastrous away match.

This costs money, but as a reward you gain popularity points with the fans.

The button is unlocked if the performance in the last match was truly abysmal, the match was lost and it took place away from home. The distance must have been more than 20 km.

Rental properties and catering – from WAF2024 onwards

You can now build rental properties on your club’s grounds to generate passive income for your club.

There are two types. One is completed more quickly, whilst the other generates a higher profit per unit area in the long run.





In addition, your catering outlets are now also let out, thereby generating a monthly income.

Mobile sausage stall	300
Fixed hot dog stand	400
Canteen	2,000
Restaurant	1,500

Replays – from WAF2024 onwards

If you'd like to watch a replay of the goals in your match from a different angle, you can enable the 'Replays' option in the 3D match settings. The replay is always shown from a random camera angle other than your default setting.

Reputation as a negotiator – from WAF2024 onwards

You can build up your reputation during negotiations. This value has no direct influence on the game; it simply indicates how tough a negotiator you are.

You should take care not to let too many negotiations fail. A few breakdowns are fine, but too many will have a negative effect.

Your rating is then determined by the average level of patience with which your negotiating partners leave the negotiation.

A trend arrow is displayed for each instance. The last 5 results are compared with the last 20 negotiation outcomes. If the difference is <5, the trend remains the same; otherwise, it moves up or down.

Negotiation walk-offs are included in the calculation of the average using the following values: 20 (1st walk-off), 15 (2nd walk-off), then 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 100, and so on.

Example:

You've negotiated twice up to 20 and then broken off negotiations three times. The values that apply are therefore 20, 20, 20, 15, 10. Your average would therefore be $(85/5 = 17)$.

According to the table, this just about puts you in the ' ' category as a strategist. If you manage to negotiate a deal with 5 at the end of the next round, your average drops to $90/6 = 15$. This means you're classified as a 'bloodsucker'. That's quite an achievement!

<8	Cutthroat
<12	Hyena
<16	Bloodsucker
<25 and <2 abortions	Powerhouse Power woman
<30 and <4 terminations	Strategist
4–7 terminations	Gambler
>7 game quits	Slob
<50	Fair partner
<65	Easy prey
Otherwise...	Bundle of nerves

Robin Hood Award – from WAF27 onwards

This award is presented to the team that wins the most points against the top 5 teams in the table and loses to the bottom 5 teams. The team in question is excluded from the rankings in each instance.

Robustness – general

Players with this attribute are particularly physically strong and can therefore hold their own well in one-on-one situations. This applies not only to challenges on the ground, but also to aerial duels and sprint duels.

Rookie of the month / Rookie of the year – from WAF onwards, improved from WAF2024 onwards

Each player receives points for every match rating achieved in the top flight (from WAF2024 onwards, this applies to all leagues). A rating of 1 is worth 10 points, with each half-point lower earning 1 point less.

The three players with the highest scores are always identified. The player with the most internal points wins. If there are fewer than three players, training performance/development is also taken into account.

For a player to be included in the rankings, the following conditions must be met:

- The player must make his league debut in exactly this league during this season. Other leagues do not count!
- The player must not have turned 24 by 30 June of the previous season. If they turn 24 on 1 July, they are eligible to take part.

Rotating boards – from WAF2024 onwards

This investment pays for itself quickly. If you're planning to stay with a club for a while, you should definitely invest the money here before the first upcoming advertising board negotiation. The rotating boards will give you 5% more revenue from this source.

Rotation – from WAF onwards

At the start of the season, you can make a commitment regarding rotation.



If you do so, you should select the line-up yourself. Your assistant might consider it advantageous to ignore this commitment in order to gain other benefits.

The positive consequences of making this promise are:

We rotate a lot.

+2 Manager Communication points for all players ranked between 12th and 22nd in the squad's level rankings

Everyone gets a chance with me.

+1 Manager Communication point for all players ranked between 12th and 22nd in the squad's level rankings

Rotation in a match is considered to have taken place if at least one change has been made to the starting line-up compared to the previous match. This applies only to competitive matches.

You are now allowed to breach this simple rule a maximum of 6 times. After 4 breaches, you will also receive a warning.

The negative consequences reverse the positive effect of the promise into a negative effect of equal magnitude.

I'm betting on a regular team.

One penalty point will be deducted from your total if you make at least four changes to your starting line-up compared to the last one (again, only competitive matches count).

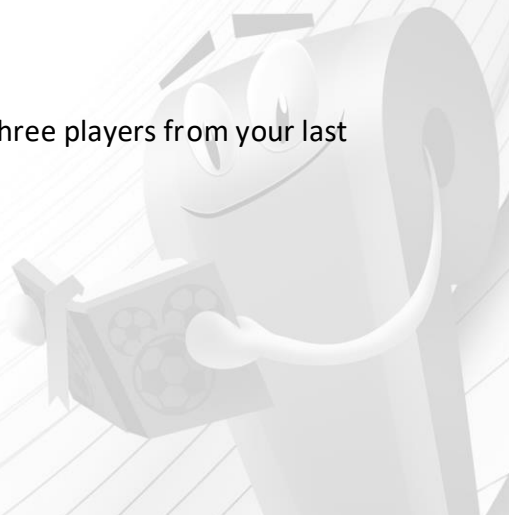
After 7 offences, the following penalty applies:

-4 points in manager communication for all players ranked between 12th and 22nd in the squad's level rankings

Everyone gets their chance with me.

One penalty point will be deducted if you change at least three players from your last starting line-up (again, only competitive matches count).

After 7 offences, the following penalty applies:



-2 Manager Communication points for all players ranked between 12th and 22nd in the squad's level rankings



All other promises are explained under 'Team promises'.

Running track – from WAF2024 onwards

When it comes to the running track, there are no obstacles in your way. You can enable or disable it as you wish under 'Infrastructure' and 'Cosmetics' for your stadium. The colour of the track can also be changed at no cost.

Salary increase – from WAF2024 onwards

If a player is underpaid or significantly underpaid, you can increase the player's salary in their profile. Otherwise, the button is disabled.

If you do nothing, the player may approach you about it, though this is generally disadvantageous.

Sale of shares – from WAF onwards

If you wish to sell shares in your club and your members have voting rights, you can win them over by running a support campaign. The process is, of course, conducted with complete transparency.

Saving camera paths – from NT onwards

This is a hidden and almost unofficial feature. You can access it in the club grounds, the stadium and the museum by pressing F9. You can then define a path for the camera to follow.

We included this so that you can easily compare this game area between WAF and WAF2024/27 and make videos. However, as we found it very useful overall, we've left it hidden in the game so that you can use it too. This little tool is only available in English.

Scene speed – from WAF2024 onwards

The default setting is 100 per cent, but you can also slow down or speed up the playback of scenes. If, for example, you set it to 110 per cent, the players will run slightly faster.

Pressing SHIFT left slows down the display, whilst pressing SHIFT right speeds it up.

The game also uses this setting internally to create a subtle difference between lower and higher leagues. The multiplier you set is then simply added on top.

Scouting – from WAF onwards

Signing unscouted players is a risk, as they may not be as strong as expected after a transfer or loan. You should therefore always scout players from lower or lesser-known leagues thoroughly before signing them.

The rating shown is initially only a guide and is therefore always marked with a question mark. Only scouting ensures that the player is actually a good fit for your club and can confirm this rating later on. Otherwise, during the regular assessments – which always take place two months after the transfer window closes – you’ll face the consequences in the form of a downgrade or the loss of a specific skill.

Players can be scouted across 10 levels. The lower the level achieved, the more information you’ll have about the player. This also gives you the assurance that the player will actually be a good fit for your club, meaning changes in playing ability after signing them are minimised.

The more scouts you assign to a particular player, the faster the scouting process will be. It is advisable to use up to three scouts, although the increase in scouting speed diminishes as you add more.

1 scout	100%
2 scouts	150%
3 scouts	175%

From the 4th scout onwards, scouting does not get any faster.

If there is a question mark above a player’s type, this may still change upon signing them. This becomes increasingly unlikely the longer the player has been scouted, as various character traits will already have been identified. See also the section ‘Scouting player types’.

0	All the player’s details are known.
1	5 values for each character trait, type estimated
2	Talent known, otherwise ‘?’; Tactical training
3	Character: 4 stats each, type estimated. Up to this point: best career stat known
4	Negative skills unknown, potential for development
5	Character: 3 values each, type estimated, form unknown
6	Fitness & freshness unknown, motivation unknown, grit + happiness, swag and training impression
7	Character: 2 values each, type estimated
8	Character completely unknown
9	Positive skills unknown

With WAF2024, it should be noted that, for clarity, the points for the individual scouting stages are now distributed equally. This means the same number of points is required for each stage. However, the higher the stage, the more time is required.

Up until NT, fewer points were required for the first few levels. Whilst this ultimately led to the same result, it was more difficult for many users to understand.

From WAF2024 onwards, there is also a tooltip showing the approximate chances and risks involved in signing a player, indicating whether the player might ultimately turn out to be better or worse than expected. In addition, the last three levels have been shortened slightly, so the scouting process is completed more quickly.



In the player statistics on the player profile, a player's form progression can be tracked from scouting level 1 onwards.

Please also refer to the section 'Upgrades and downgrades' under 'Season progression' in Part 1.

To find suitable players, you have the following options.

Player search

Firstly, there is the direct search. You can access this both in the scouting section via 'Search for players' and on the planning screen via 'Scout/sign players'.

There, you can add players to your scouting list. You will then receive new information step by step and can make a decision as soon as you are confident in your choice.

Assign a scouting assignment

Here, you assign a task to your scouts to find a specific type of player. They'll get back to you after a few weeks. You can then scout suitable candidates in more detail, though they'll already start with a slightly higher profile. A maximum of 15 scouting assignments can be active at any one time.

Explore the player market

To do this, you can use 'Scout the player market' to gather general information about a country.

All the measures mentioned above, together with your experience in other areas (e.g. matches against relevant teams), also generally improve your knowledge of the market there. This makes your scouting more efficient and faster.

You can find an overview of your knowledge under 'Personal' and then under 'Network'. As soon as you've made significant progress in a country, you'll be notified separately.

Preliminary talks

Preliminary talks can also help to make the club attractive to the player. How much effort you put into courting the player before the actual negotiations begin can prove decisive later on. Sometimes, however, you'll be turned down straight away. But even a positive preliminary talk does not guarantee a successful negotiation. Some players are simply being polite. You have to know your own limits as well.

Transfers

From WAF2024 onwards, you'll find a new column here showing the scouting status when signing players.

Shareholdings

The final tab under 'Scouting' contains several lists that are particularly important for transfers. This gives you an overview of which players' solidarity mechanism would work in

your favour, which share of the proceeds you have negotiated in the event of a resale, and also what share you may have to pay to former clubs in the event of a sale.

Scouting player types – from WAF onwards

A ‘?’ appears next to the player type if it has not yet been definitively determined. To make a prediction, the known character traits are simply analysed and an estimate is made as to which player type is most likely. However, there are still some values that have not yet been scouted – and if these lead to a change in type, then so be it.

Example: A player has high confidence. This is important for a leader. If this value is scouted early on, it is likely to be the favoured option for display. However, the other values may then be too low or unsuitable – and this ultimately means that the leader profile does not materialise, and instead, for example, an analyst emerges who also has high self-confidence.

Screen magnifier – general

To use the Windows screen magnifier, please switch to windowed mode.

Search – from WAF onwards



In the top right-hand corner of the main menu, there’s a search function that allows you, for example, to find a specific player quickly.

Season review – from WAF2024 onwards

At the end of the season, you can view a season review from the perspective of all teams in your league and save it for your own club.

Season review

Choose a club and experience the season from their point of view!

Pos.	Ch.	Bd.	Club	W	D	L	Form	Goals	GD	Points
1	—	1	Barcelona	25	6	7	WWDWW	80-28	52	81
2	—	2	Red-White Madrid	23	8	7	WWLWW	77-36	41	77
3	—	3	Pamplona	21	10	7	WWLWW	62-34	28	73
4	—	4	Donostia/San Sebastián	21	8	9	WWLWW	79-49	30	71
5	—	5	Villarreal	20	9	9	WWLWW	73-40	33	69
6	—	6	Madrid	19	12	7	WWLWW	80-49	31	69
7	—	7	Bilbao	19	10	9	WWLWW	73-42	31	67
8	—	8	Palma de Mallorca	18	6	14	WWLWW	64-56	8	60
9	—	9	Valencia	17	8	13	WWLWW	67-53	14	59
10	—	10	Vallecas Madrid	16	9	13	WWLWW	59-54	5	57
11	—	11	Baetis	16	8	14	WWLWW	61-53	8	56
12	—	12	Girona	14	13	11	WWLWW	54-50	4	55
13	—	13	Seville	13	10	15	WWLWW	54-68	-14	49
14	—	14	Vigo	12	11	15	WWLWW	42-46	-4	47
15	—	15	Vitoria-Gasteiz	11	5	22	WWLWW	52-70	-18	38
16	—	16	Getafe	10	7	21	WWLWW	44-65	-21	37
17	—	17	Catalan Barcelona	10	5	23	WWLWW	32-70	-38	35
18	—	18	Elche	8	7	23	WWLWW	30-85	-55	31
19	—	19	Levante	5	6	27	WWLWW	39-93	-54	21
20	—	20	Oviedo	1	4	33	WWLWW	30-111	-81	7

Club: Elche

Introduction text

At the beginning we had great expectations.

Final text

All is lost!

Save

☐ Save season review for current club

Start season review

You can also write your own opening and closing text for this.

You can then view the saved reviews again later from the start menu. The files can also be made available to other users.



Goals are not saved when the data is saved. There is simply too much data to take into account, and often we do not know whether it is also available on another computer. However, we are keeping an eye on this issue for a future implementation.

Seating patterns – from WAF2024 onwards

Seating patterns work best in really large stadiums. You can change them as you like and also alter the colour. In Chapter 4, you'll find an explanation of how to add your own seating patterns to the game. From WAF27 onwards the AI will use a greater variety of patterns.

Semi-professional leagues – from WAF27 onwards

If a league is marked as a semi-professional league in the editor, you'll have a maximum of 8 training sessions available there per week. In amateur leagues, up to 3 sessions per week can be held. Before WAF27, full training was possible in these leagues.

Short slogan – from WAF2024 onwards

From WAF2024 onwards, a short slogan for the club can be entered under 'Fans' and 'General'. This will then be used in the game on the video ring and as perimeter advertising. Other uses are, of course, also possible in suitable places in the future.

Short training camps – from WAF onwards

In short training camps, training sessions are 20% more effective due to greater focus. However, they cost money, and too many of them in a single season can annoy the players. It's best to use these before really important matches.

The cost per day is fixed.

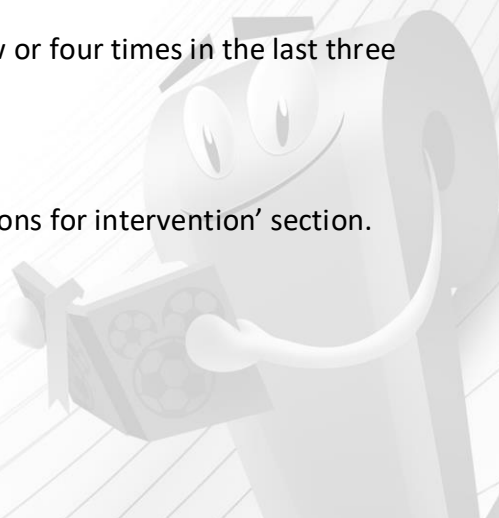
★★★★★	2,000
★★★★★	5,000
★★★★★	10,000
★★★★★	15,000
★★★★★	25,000

The head of the department decides on the accommodation based on the club's financial situation.

The team accepts short training camps up to twice in a row or four times in the last three months.

Shouts – from WAF2024 onwards

See Part 1 under 'Weekly schedule and match' in the 'Options for intervention' section.



Showing love – from WAF2024 onwards

This option is found in your private life. It stabilises your relationship and ensures that your children get up to less mischief and love football.

Simulation – from WAF onwards, improved from WAF2024 onwards

Simulation/Spectator Mode

Objective date 1 ▼ January ▼ 2028 ▼ Go!

☐ Automatic contract extensions
☐ Contract offers during simulation
☐ Show table screen after matches
☒ Extended display of results and tables
☒ Display newspapers

By ‘Simulation’, we mean the projection of the current match score without the option to intervene.

You can start this in WAF and NT via the options menu; in WAF2024, it is integrated directly into the home screen and offers additional options.



Please note that you may also be sacked during the simulation if you have enabled sackings. If you do not want this to happen, you must disable this option before starting the simulation.

The ‘Automatic contract extensions’ option applies to players. You may simply want to ‘fast-forward’ a few matchdays and do not want your team to be altered by the assistants. In this case, you should disable the extensions beforehand, just to be on the safe side.



Make sure that, with rule-based line-ups, you haven’t set any options that will drag your team down in the long run.

Before starting, you’ll need to select a target date up to which the simulation should run. Of course, you can pause it at any time and then resume the simulation.



The simulation is ideal for testing your own databases. Simply let the computer run the simulation overnight and take a close look at the individual statistics the next day. That way, you’ll quickly see if everything’s as it should be.

It’s advisable to always play simulations without contract terminations. If you’ve forgotten to set this in the options and the game stops because your contract isn’t being renewed, you can continue with your club by selecting the last auto-save from May. At that point, no final decision had yet been made about your future.

Simulation and match report – from WAF2024 onwards

You can pause the match report using the space bar and then resume the simulation afterwards.

Skill display – from WAF27 onwards

During the game, you can see the skill currently required in the scenes. This, like the player's rating, rises slowly. The icon indicates how well the player has mastered the skill. There are also neutral icons if the player has neither a positive nor a negative proficiency in this skill.



Of course, even a ++ icon can result in the player completely botching the action. Similarly, even with a – icon, a lucky shot is certainly possible.

The frame around the icon represents the respective club's colours.

You can also disable this display in the 3D match options.

For set pieces, the display appears separately on the announcement screen.

Slow motion – from WAF2024 onwards

If you wish, the game can automatically switch to slow-motion mode when a shot is taken. This adds to the excitement, though it's certainly a matter of personal taste. This feature can be enabled in the 3D Match options.

You can also activate slow motion temporarily:

SHIFT – left (from WAF2024 onwards)	Slows down the playback speed whilst held down
SHIFT – right (from WAF2024 onwards)	Increases the playback speed whilst held down

Social media – from WAF2024 onwards

This section looks harmless, but it has a major impact. The higher a player's 'swag' factor, the more revenue can be generated from their shirt. This starts at factor 5. That's why the value is also displayed there in the sales statistics.

The 'Influencer' hobby is also brilliant for shirt sales. It provides a 20 per cent bonus on sales, which can be further increased by events.

Even the scandals involving difficult players often have a positive side effect here.

You can find further information on this topic in the statistics and in the overviews issued at the end of the season.

Solidarity rate – general

The solidarity rate is a share of the transfer fee paid for a player that is paid to the clubs where he was trained. The longer the player has played for a club in the youth ranks or at the start of his career, the more money is paid out. In total, the payment can amount to up

to 5% of the transfer fee. However, this is subject to the player transferring to a club that does not belong to the same association as the training club.

Special attacks – from WAF2024 onwards

From WAF2024 onwards a significantly more complex system for attacks is used which displays all players on the pitch. Unfortunately, this type of attack cannot be planned in detail in advance. Instead, you can select your preferred combinations from a list of possible options and have the team train specifically for them.

For WAF and NT, see 'Attack editor'.

Speeding up the game – from WAF or NT onwards

There are various ways to speed up the game:

Reducing the number of leagues at the start of the game

If you do not plan to work in a particular country anyway, reduce the leagues there to the top flight. Generally, play with as small a database as possible.

Weekly schedule

You can adjust the time for the weekly cycle in the options. If you're in a hurry, you should select the fastest setting; this is also the default setting.

You should also select the fastest option for text speed.

Simulation

From the control centre, you can simulate the current game world further into the future without your involvement. You'll then only be informed of specific results and can otherwise sit back and relax.

If something particularly interests you, you can pause the game at any time using the 'Pause' function.

Match

In the drop-down menu at the bottom left during a match, you should enable the option to shorten the game scenes shown. With this setting, the initial actions of attacks are skipped. These are often passes in midfield that are of little interest to fast-paced users. Players will, of course, still receive their rating bonuses.

You should also disable the info boxes during the scenes and, if necessary, increase the general playback speed of the match as much as is still acceptable for you.



Of course, the match can be shortened further by disabling the scenes and maximising the speed at which the match minutes pass.

Reducing screens

By default, many intermediate screens are enabled, but perhaps not all of them are relevant to you. You can check these in the options.

The game is running extremely slowly – what should I do?

Normally, a day in the weekly cycle doesn't take very long – perhaps between 1 and 3 seconds – plus, where applicable, the time taken to display events and newspaper reports.

If the game is running extremely slowly for you, we'd like to get to the bottom of the issue. To help us do this, it would be great if you could send us your DxDiag file, e.g. via Discord.

In such cases, a lot of data is usually written to the hard drive because there isn't enough internal memory.

Sponsor gifts – from WAF2024 onwards

You can make sponsor gifts directly in the "Sponsors" section. They are particularly well received if the sponsors are currently satisfied, i.e. if there is sporting success. Otherwise you should refrain from doing so, as there will be little interest.

Sponsor pyramid – from WAF27 onwards

You'll find this under the 'Sponsors' menu item. Here, you can get an overview of your current sponsors at a glance.

Sponsor visits – from WAF2024 onwards

Feel free to make time for them, even if you're not always welcome. Naturally, these visits are best when things are going well and the sponsors are getting value for their money. Otherwise, your sponsors will make you feel that you've simply squandered their money without delivering anything in return.

Sponsors – from WAF onwards

Under the 'Sponsors' menu item, you can sign contracts with a total of four major sponsors. These are the main sponsor, the kit supplier, the sleeve sponsor and the stadium sponsor. On the next screen, you'll then find the four stand sponsors (these, along with the stadium sponsor, were still located in the 'Infrastructure' section in WAF and NT).

In addition, there is the perimeter advertising section (see also separate entry), where you must sign contracts with a large number of smaller sponsors. You can also check your television revenue here.

If a sponsorship slot is vacant, you should start looking for a sponsor straight away, as you'll be losing money. Where contracts are due to expire, you should arrange a follow-up contract well in advance. You can view these under the 'Follow-up contract' tab.

Don't accept every offer during negotiations. It's often worth waiting a few weeks to compare your options first. Sponsorship contracts usually run for several years, whilst

stadium contracts can even run for 10 years or longer, so rushing into decisions is not advisable.

There are three different risk categories. Low risk means high fixed amounts and small bonuses. With high-risk contracts, it's exactly the opposite, though these are usually slightly better remunerated.

At the top of each offer, you'll therefore find an icon indicating how risky that particular offer is.



An umbrella represents a safe offer with low premiums. A downward-pointing sign indicates a somewhat risky offer, but it provides sufficient protection for the club and is therefore often the best choice. Finally, there's a 'Warning!' sign, which indicates high risks but also high rewards.

As always, negotiate as toughly as possible. The greater the gap between your demand and the sponsor's offer, the quicker their patience will run out. They take subsequent increases in your demand particularly badly, so always start with your maximum demands straight away.

If you arrange a meeting, you can still adjust its duration in the calendar to gain additional rounds of negotiation. The negotiation will then take place on the selected day during the week.

At the very bottom of the screen, you'll find an overview of your current TV revenue from the various competitions. Under 'Cup', only the regular cup competition is shown; otherwise, you'll find details of your other income in the accounting journal.

Sponsors' day – from WAF2024 onwards

The sponsors' day is a must. The location should be suitable, otherwise it will be embarrassing. The effect of your speech is divided into an immediate effect and correspondingly increased or decreased effects in the further course of the season. Here you have to make a decision or choose the neutral solution.



Sports psychologist – from WAF2024 Update 1 onwards

In principle, the psychologist can help players in crisis to get back on track. He or she works independently, i.e. you don't have to worry about anything after the appointment. As soon as the psychologist has been successful, you will receive a corresponding notification. The higher the level of your employee, the more frequently this happens. If everything is in the green anyway, he or she will not contact you, but will make sure that it stays that way if possible.

Examples:

Player is injured => increases motivation

Player is unhappy => helps to improve the situation

Player is in poor form => direct effect through reinforcement and specific tips

Player lacks the final grit and form is suffering => direct effect through constructive criticism

Youth player is stagnating => year as a whole is improved, development accelerated; the psychologist can even follow up here if successful

Squad – available from WAF onwards, improved from WAF2024 onwards

You can access the squad, for example, via the club profile or on the right-hand side of the main menu. In the header, you can switch between the 1st team, the 2nd team and a combination of both teams.



From WAF2024 onwards, the shirt numbers of the players currently on the pitch and those on the bench will be highlighted in colour for the 1st and 2nd teams. The colours correspond to those used in the line-up.

Squad overview – from WAF/NT onwards

In the squad overview, from NT onwards you can also view the 1st and 2nd teams together; you can select this view at the top of the header. New in WAF2024 is the colour-coding of shirt numbers. This indicates for the '1st team' and '2nd team' whether players are currently in the starting line-up or at least on the bench.

Squad planning – from WAF onwards

The 'Squad planning' button gives you access to the evaluation provided by your squad planner. This can highlight potential improvements for your team.

The positions are displayed on the pitch on the left-hand side. Weaknesses are highlighted in red. Positions with room for improvement are shown in yellow, whilst positions that are already well-staffed are shown in green. This gives you a good overview of where your squad can be improved in the short term.

On the right-hand side, further information about your team is displayed using a star rating system (5 stars = Very good; 0 stars = Poor). An overall assessment of your squad is also

provided. This gives you an early indication of whether you'll be fighting to avoid relegation or challenging for the title.

For WAF27, several additional analyses have been added here, e.g. an overview of the squad's skills.

Squad planning assessment – from WAF onwards

See 'Squad planning'.

Stadium – from WAF, significantly expanded from WAF2024 onwards



The stadium is expanded using a 2D editor. To do this, click on the button with the bricks. Instructions on how to use it are displayed directly on the screen. You can build each stand from the bottom up and then view it in 3D using the button with the coordinate system.

New from WAF2024 onwards are boxes with a video element. There are special graphical elements for these (see Part 4), which you can even design yourself.

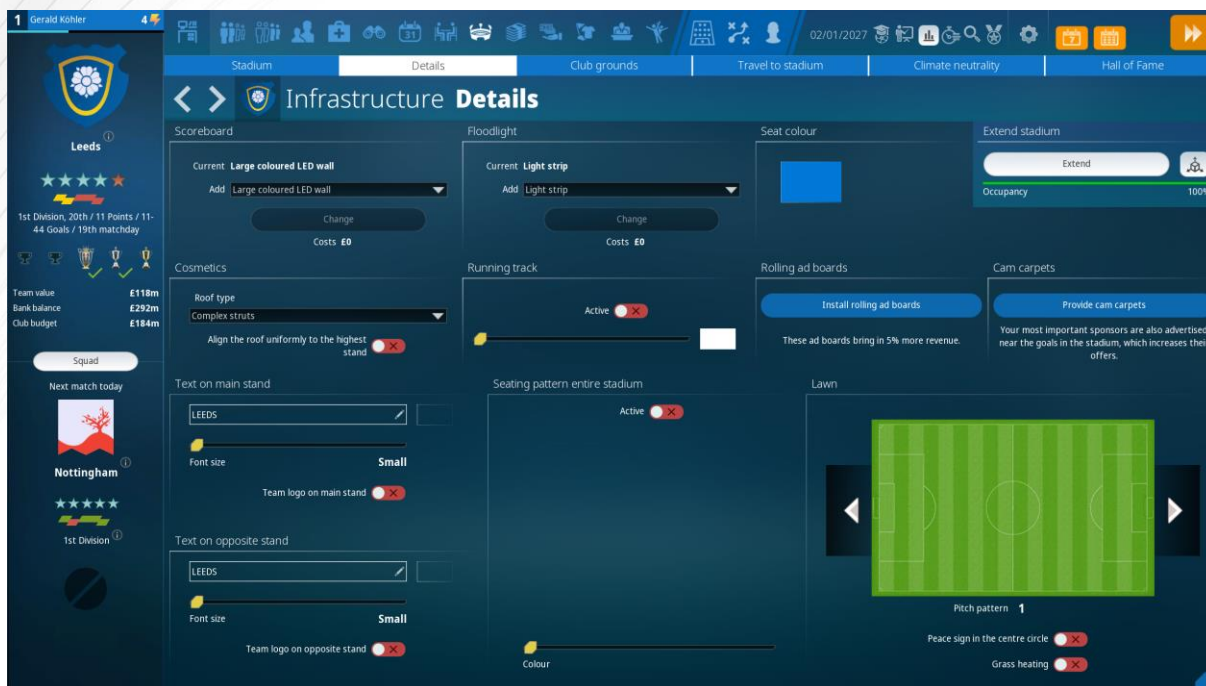
You can move around or look around the stadium using the buttons displayed there. You can also use the mouse to change your viewing angle.

Naming rights are an important part of stadium management. You can market the stadium and the four stands separately. This is usually a long-term arrangement. In WAF and NT, stadium sponsors were listed under 'Infrastructure'; from WAF2024 onwards, they are now listed under 'Sponsors'.

As extras, you can also choose the floodlights and the scoreboard.

From WAF2024 onwards, paid rotating ad boards are also introduced; however, these generate additional revenue (+5 per cent) and quickly pay for themselves, even for medium-sized clubs.

In addition, from WAF2024 onwards, there's a whole range of free options under 'Cosmetics'. You can experiment with these and design the stadium to your heart's content.



These include:

- Square stadium or stadium with a running track
- Colour of the running track
- Selection of a roof type (not all of these are visually distinguishable; the pleated roof and the banana roof were added in WAF2024)
- Text on the main and/or opposite stands, each with a specified font size
- Coat of arms on the main and/or opposite stand
- Seating layout in the stadium
- Pitch pattern
- Peace symbol in the centre circle
- Pitch heating

You can even design your own seating patterns and integrate them into the game via the 'Patterns' folder (see section 4 for details).

The benches automatically become more luxurious as the stadium size increases; you don't need to do anything here.

Stadium benches – from WAF2024 onwards

These change automatically in line with the stadium size across 5 tiers and become increasingly luxurious. The thresholds are 10,000, 20,000, 30,000, 40,000 and over 40,000 spectators.

Staff – general

If you wish, you can also arrange a time to address the staff. These speeches range from introducing yourself personally, to reassuring them, to the usual words of encouragement – even when the ship is already sinking.

The following table shows the salaries for the different types of staff. These are the same across all parts of WAF.

Staff type	Salary
Account Manager	40,000
Analysts	70,000
Assistants	30,000
Supervisors	40,000
Accountants	40,000
Office administrators	40,000
Controllers	50,000
Event managers	40,000
Fan representative	30,000
Tradespeople	50,000
Hosts/hostesses	20,000
HR managers	50,000
Marketing managers	70,000
Masseurs	40,000
Physiotherapists	40,000
Recruiters	70,000
Cleaners	20,000
Scouts	40,000
Service staff	20,000
Social media managers	50,000
Specialist trainers	50,000
Coaches	40,000
Administrative assistants	40,000

To keep your staff motivated, it's important that their workload remains within manageable limits. Too little work is just as counterproductive as too much. You can boost motivation through bonuses and team celebrations. The latter are only available during the relevant months. The club's overall success is another key factor.

Finally, there are a few options available to you here in the event of a financial crisis. You can select various options here, and the potential savings will be displayed for each one. The club members affected usually don't take too kindly to these measures.

Staff – up to NT

Up to NT, it was part of your remit to hire individual staff members in the departments. From WAF2024 onwards, your department heads will take care of this.

It is important that you keep an eye on the number of staff displayed in the various departments in the top right-hand corner and adjust this if the workload becomes too heavy or too light.

Staff – from WAF2024 onwards

This area has been completely overhauled for WAF2024. As this used to involve a lot of work, you can no longer hire or dismiss staff individually, as was the case in WAF and NT. You now simply set general rules for your department heads.

There's also a small but important change regarding staff in the medical department. From WAF2024 onwards, they no longer deal exclusively with injured players, but look after all players (their workload is determined accordingly). In addition, wealthy clubs hire extra staff to provide the best possible care for their players.

An international player doesn't want to wait three days for a massage; he wants it now, here and immediately.

Staff and department heads – general

What is a department head and what is a staff member? In the game, department heads are named individuals who are responsible for their respective departments and communicate directly with you as the manager. Ordinary staff members are not named, but they must be motivated and available in sufficient numbers to ensure that everything runs smoothly within the club. Each has a department head as their line manager.

Statistics – introduced in WAF, continuously expanded since then



In the main menu, you can access the statistics via a button. There's always something exciting to discover here. Something new is added here with almost every update of the game.

You can drag your favourite statistics from the list at the bottom to the top, so you'll always have them to hand.

Please note that you can now access the current league tables much more quickly via '1st team' and '2nd team'.

Steam Deck – from WAF onwards, improved from WAF2024 onwards

The Steam Deck is a very important platform for us, and we're constantly striving to improve the user experience. From WAF2024 onwards this includes the following measures, amongst others:

- No more mini fonts
- Full use of 16:10

We recommend the following controller configuration:

Steam Deck	Normal button	Effect
Left stick	Mouse	Mouse movement
Right stick	WASD	3D controls
D-pad	Mouse wheel	Navigating lists; switching between departments
A	Left mouse button	Selection
B	ESC	Cancel
X	ENTER	OK, Continue
Y	Right MT	To call up profiles
L1	Down arrow	Moves one tab to the left; switches between zoom modes in-game

L2	Mouse button 5	'Back' in-game (e.g. from training to planning) + camera control in-game
R1	Up arrow	Jumps one tab to the right; changes the ball trail in-game
R2	Mouse button 4	'Forward' in-game (e.g. from planning to training); camera control in-game
R4	F2	On-screen help
R5	T	Opens the tactics menu in the main menu; in-game table
L4	TAB	Opens and closes the wing menus
L5	N	Displays the line-up in the main menu; switches between information about players in the match
LIST	Space	Pause (see 'Keyboard layout' for details)

How do you get your own data onto the Steam Deck?

The easiest way is to copy all the directories from 'We Are Football' (with the exception of the save files) to the Steam Deck.

The following directory should be used:

home\deck.local\share\Steam\steamapps\compatdata\1951410\pfx\drive_c\users\Steamuser\Saved Games\We Are Football

Sub and Super-sub – from WAF2024 onwards



Players with special skills can be given the title of Sub or Super-sub. These players receive a special bonus when they are subbed-in during the match.

The following attributes are important for a Sub or Super-sub. The attribute is awarded as soon as at least 4 (Sub) or 6 (Super-sub) points are available:

- Finishing
- Header
- Dribbling
- Speed
- Acceleration
- Creativity
- Crossing

The point requirements are reduced as follows:

Level	Sub	Super-sub
Level <4	1	2
Level <7	2	3
Level <10	3	4



Suggestions for substitutions – from WAF2024 onwards

If you hover the mouse pointer over a player's level in the line-up, or on the pitch to the right of it, for about a second, an arrow icon will appear. If you click on this, a small selection box opens, offering suggestions for alternative players in that position. You can then select the best candidate for you directly.

Swag – from WAF onwards, more important in WAF2024

Although Swag was already present in WAF, it only becomes really important from WAF2024 onwards. This is because players with a high Swag value become more interesting on social media and ultimately sell additional shirts, far exceeding what is normally expected for the club. Extravagant hobbies, scandals, etc. can further increase this value.

Syndesmotec tear – general

A syndesmosis is a connection between two bones, e.g. at the ankle joint or between the tibia and fibula. It consists of connective tissue and can tear, causing severe pain. This can result in a joint becoming hypermobile. Healing requires around six weeks of complete immobilisation.

Take your staff with you – from WAF2024 onwards

The screenshot shows the 'Personal' tab in the game interface, which is part of the 'Staff' section. It displays a list of six staff members, each with a profile picture, name, role, and various statistics. The staff members are:

- Armando Nogueira**: Assistant manager, 37 years old, Spanish, Work rate: €360,000 p/y, At club since: 2026, Contract until: 2030.
- Natael Oroña**: Head scout, 34 years old, Spanish, Work rate: €220,000 p/y, At club since: 2026, Contract until: 2030.
- Amir Hamdy**: Goalkeeping coach, 26 years old, Arabic, Spanish, Work rate: €78,000 p/y, At club since: 2026, Contract until: 2030.
- Prudencio Velarde**: Athletics coach, 35 years old, Spanish, Work rate: €54,000 p/y, At club since: 2026, Contract until: 2029.
- Miguel Mingo**: Data analyst, 50 years old, Spanish, Work rate: €40,000 p/y, At club since: 2026, Contract until: 2030.
- Anxo Arrechea**: Sport psychologist, 41 years old, Spanish, Work rate: €105,000 p/y, At club since: 2026, Contract until: 2031.

Each staff member's profile also includes a 'Languages' section (Spanish) and a 'Work rate' section (represented by a blue bar). At the bottom of each profile, there is a section for 'Under no circumstances' with an 'Interest' meter (0/100) and a 'Requests' button.

You can now take your staff with you when you change clubs. You'll find this option under 'Personal' in the 'Staff' tab.

To do this, you must first gain the staff's trust.

At some clubs, it's an advantage to bring your staff with you; at others, it's a disadvantage for financial reasons.

For you, of course, it's definitely a great thing if, after changing clubs, you don't have to start looking for suitable staff all over again.

If you change clubs frequently, there's a risk that your staff will eventually have had enough and won't want to move or settle into a new role.



Having a staff makes it more difficult to move to small clubs and completely prevents a move to very small clubs, as these cannot afford to pay staff. Therefore, in such cases, you may need to release them from their contracts beforehand.

Taking youth players to training camp – from WAF2024 onwards

This allows you to find out what stage of development a youth player is currently at.

The best description is the one that says 'gives the impression of being extremely eager to learn and highly motivated'. These players are set for a great season and it's worth keeping a close eye on them.

Talents of the century – from WAF onwards

There are more 'talents of the century' than there are later 'players of the century'. The term simply refers to a player who has the potential to achieve truly historic feats. From WAF2024 onwards, the probability of such a player has been significantly reduced, particularly in large data sets.

Tapering – general

Tapering is the period before a match during which training is reduced in order to ensure the player is fully rested for the competition.

Taxes – from WAF onwards

At the end of the season, 20 per cent of the annual profit is payable as tax. It is therefore worth investing the money beforehand, for example in expanding the youth academy or improving medical care for your team. Once you have won 20 or 60 trophies, you should expand your museum so that the surplus trophies do not end up in the cellar.

As this tax is very low, there is also a wealth tax.

<i>Wealth</i>	<i>Tax rate</i>
>1 billion	30%
>500 million	25%
>300 million	20%
>200 million	15%
>150 million	10%
>100 million	7.5%
>50 million	5%

Both taxes also apply to AI clubs.



Team comparison – from WAF onwards

You can access the team comparison at various points in the game.

This shows you, amongst other things, the head-to-head records of the two teams (home/away/overall).

This also applies to national teams.

Team confidence – general

Team confidence is determined before the match and reflects the team's confidence ahead of the upcoming match. It will therefore tend to be rather pessimistic against very strong opponents, whilst it will be confident against weaker ones. However, many other factors play a role, particularly how successful a team currently is and how important the match is.

Here are the levels:

Ready for anything

Wildly determined

Hot

Angry

Focused

Ruthless

Confident of victory

Arrogant

Cool

Confident

Amused

Looking forward to the match

Easy-going

In holiday mood

Lacklustre

Frustrated

Anxious

Panicked

Team hierarchy – from WAF2024 onwards

Here you can see at a glance which players are setting the tone for both the first and second teams. You can also see the player types and satisfaction levels at a glance. It is important that the 'top ranks' are actually filled with leaders.

Team promises – changed from WAF, from WAF2024 onwards

Important: Only choose rules that you can actually stick to later on. Otherwise, the long-term negative consequences are always more serious than the positive effects at the start of the season. In that case, it would have been better to opt for a neutral solution straight away.

Age

I count on experience.

All players over 30 receive one satisfaction point; all under 23 receive a minus point for manager communication.

Age doesn't matter.

Everything stays as it is.

My money's on youth.

All players under 23 receive one satisfaction point; all over 30 receive a minus point for manager communication.

If this promise is broken, the players who were previously favoured will receive a 2-point deduction in manager communication.

Form

he current form is only one factor.

Anyone can show me in training that he/she wants to play.

The form on the day is crucial.

This determines how players react to your decisions regarding the line-up. If you state that form is important, you must also field weaker players if they are clearly in better form than the established ones. Conversely, with the setting 'Current form is just one factor', established players expect not to be dropped from the team straight away if things aren't going well.

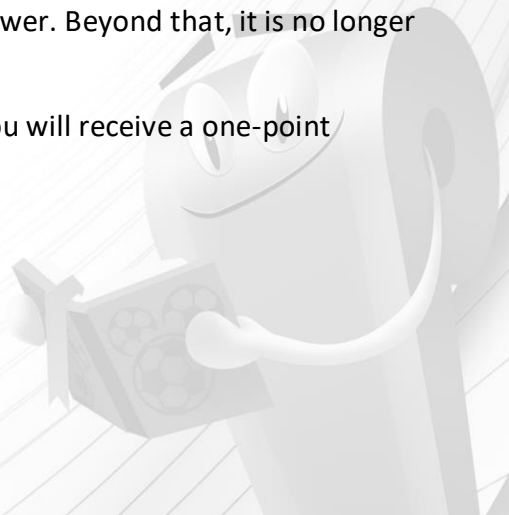
If you've promised your team to select players based solely on training performance, this was applied very strictly in WAF and NT. As soon as a player's form was weaker than that of his rival, you'd have broken your promise if the players were otherwise equally strong. If the other player was better, you'd have one extra form point of leeway per level.

Example: Player 1 has a level of 12, Player 2 has a level of 10. It's fine to select Player 1 as long as they are at least $12 - 10 = 2$ form points worse. Any worse than that, and it's no longer allowed.

For WAF2024, we have relaxed this rule, as it was really difficult to adhere to. From now on, a player of equal level may be 1 form point weaker without causing any issues. For every level difference, 2 additional form points are now permitted.

Example: Player 1 has a level of 12, Player 2 has a level of 10. It is fine to field Player 1 as long as they are at least $1 + (12 - 10) \times 2 = 5$ form points lower. Beyond that, it is no longer permitted.

If a player considers your promise to have been broken, you will receive a one-point deduction in the manager communication section.



Rotation

We rotate a lot.

Everyone gets a chance with me.

I'm betting on a regular team.

Rotation is explained separately under 'Rotation'.

Executive Committee

The goal is long-term development.

We want to improve in the medium term.

The goal is short-term success.

All changes in popularity with the board are divided into two categories: short-term and long-term successes/failures. These are assessed differently depending on the approach. Thus, with a gradual build-up, seasonal results and finances are important, whilst with short-term success, each individual match is given greater weight (25% each).

Playing style

We play attacking football. => +3 popularity with the board

Here, the team is expected to score an average of at least 2 goals. Otherwise, after the third matchday, points will be deducted again, based on the actual average and ranging from 1 to 10 points. The maximum deduction applies if the team scores fewer than 0.8 goals per match.

I want a good balance between offence and defence.

The default setting has no effect.

It must be hard to score against us. => -3 popularity with the board

Here, the team is expected to concede a maximum of 1.2 goals on average. Otherwise, after matchday 3, points will again be deducted based on the actual average, ranging from 1 to 10 points. The maximum deduction applies if the team concedes more than 2.6 goals per match.

Transfer market

One player from each youth age group has to make it. => +2 Board popularity

At the end of the season, there is a -5% penalty if no youth player from the previous season made more than 5 appearances.

We will only sign players I can sell for a profit. => +2 Board popularity

Later on, there is a 2% deduction for every player signed who is over 30.

We will only sign {FF#players|players} who really strengthen our team. => +2 Board popularity

There is a -4% penalty per player for every signing who is not in the top 18 of the squad. So only select this option if you are absolutely certain that you will not sign any such players.

Team tactics – from WAF onwards

Tactics improve through training and use.

All tactical stats have a 50% chance of decreasing by 1 each week.

The club grounds can halt this reduction. There is also the 'No reduction' factor => this percentage value cancels out the reduction. The effect of individual buildings is specified in the 'Club grounds' section.

Top players (End of season) – from WAF27 onwards

At the end of the season, the top players are displayed in the following categories. You can select the individual views using the arrow keys at the top.

Current World XI

Team of the world's best players

Best players in their positions

Team of the best free agents

Best specialists

Top U20 talents in their positions

Tournaments – from WAF2024 onwards

For tournaments, you can choose between three prize money categories, which also determine the level of the participating clubs.

The game automatically recognises club anniversaries (divisible by 10 or 25).

Important: Just like friendly matches, tournaments cannot simply be cancelled once scheduled.

Training budget – from WAF27 onwards

On the staff screen, you can set a training budget across six levels.

24,000 euros

We buy a few books and hold a workshop for everyone once a year.

48,000 euros

Everyone is entitled to one training course per year.

120,000 euros

Everyone is entitled to two training courses per year.

240,000 euros

There is a tailor-made training programme for every employee.

480,000 euros

We cooperate with the local university and work closely with the best local personnel development agency.

1,200,000 euros

We have our own academy, invite international speakers and stand for operational excellence.

On 31 March and 30 September, you'll find out about events in the weekly schedule and which employees have improved as a result.

Training camps – from WAF onwards

At a training camp, the training effect is increased, but too many training camp days per season are bad for team morale. Choose a location that suits the team's current situation and meets the club's requirements.

From WAF2024 onwards, you can take up to three youth players with you to the training camp.

Training effects (and effects of breaks) – from WAF onwards

Any player who is training a skill and does nothing for a week loses one point from their current progress at a rate of 20 per cent.

A player who is on a 'Freeze' and trains a skill during a week does not lose this point. This is therefore often a good setting, particularly for older players.

Training grounds – from WAF onwards

Make sure you always provide your teams with enough training pitches. Otherwise, their condition will suffer and the risk of injury will increase. The headquarters will inform you if there is a shortage, but you should always aim for at least three pitches anyway.

The maximum number of training pitches up to which there is a benefit is 14. Anything more than that is just showing off.

All the positive effects of a pitch are halved if there are no changing rooms.

Training groups – from WAF2024 onwards

On the training screen, there is a second tab that allows you to create training groups, which then train separately from the main training group. This can also be automated.

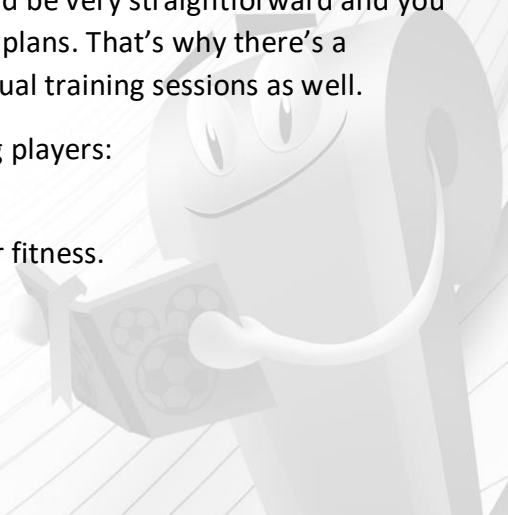
You can set a different training week for each group. 'Passing', for example, means that the players in that group use the 'Passing' training week. This allows you to split the players across different training weeks, so that attacking players can practise finishing whilst the rest work on other aspects. The idea behind this is that it should be very straightforward and you shouldn't have to switch back and forth between multiple plans. That's why there's a deliberate decision not to include the option to set individual training sessions as well.

The assistant manager follows simple rules when assigning players:

Players with energy <40% recover.

Players with energy >80% and stamina <70% work on their fitness.

Players with stamina <50% work on their build-up play.



Players with progress >90% work on their training objectives.

Players with high tactical ability and stamina >80 and energy >80 work on tactics.

Players with stamina and energy >80 and a positive free-kick skill take free-kicks.

Training sessions – from WAF onwards

For each session, an icon indicates one of three categories:

INDIVIDUAL (1 player)

GROUP TACTICS (3 players)

TEAM TACTICS (>4 players)

For each session, its impact on stamina is displayed by 1-5 points. At the same time straining sessions will have a negative effect on energy.

In addition, up to 3 benefits are displayed per session.

The following table lists the full effects. The 'In-game injuries' section details which injuries are possible:

X	All
M	Muscle
K	Head
Blank	None

For each training session, you can specify which players take part and how intense the session should be.

The training weeks are saved in the profile, but as a separate file. This means the file can be shared with other players.



Not all the effects of the individual training sessions are displayed directly in the game. However, if you hover the mouse pointer over the displayed effects, they will be shown in full in a tooltip.



Session	Fitness	CATEGORY	GAME LOSS	Effect ICON	Effect Text
Individual skills	++	I		SKILL	Individual training goals
Technique	+	I		SKILL SKILL	Technology Creativity
Tackles	++	I	X	SKILL MENTAL	Tackles, winning the ball, man-to-man marking Attitude towards opponents
Sprints	+++	I	M	SKILL	Acceleration
Passing	+	I		SKILL	Short passes, long passes
Headers	++	I	K	SKILL SKILL	Heading, Saves Crosses
Finishings	+	I	M	SKILL SKILL SKILL MENTAL	Goal-scoring instinct Shooting technique, saves One-on-one with the goalkeeper Confidence
Low crosses	++	M	X	SKILL TACTICS	Positional play, shooting technique, secure ball control Low crosses
Crosses	++	M	K	SKILL TACTICS	Crosses, headers, volleys, punching, control of the penalty area, catching ability Crosses
Throw-ins (REQUIRES A PLAYER WITH THIS SKILL)	+	M+I		SKILL TACTICS SPECIAL BONUS PER GAME	Throw-ins Crosses
Free kicks – 5 variations	+	M+I		SKILL TACTICS SPECIAL BONUS PER GAME	Free kicks, shot power, shooting technique Free kicks – Selected variation
Corners – 5 variations	+	M+I	K	SKILL TACTICS SPECIAL BONUS PER GAME	Corners Corners – Selected option
Penalty kicks	+	I		SKILL MENTAL SPECIAL BONUS PER MATCH	Penalty Penalty shoot-out advantage
Distance shots	+	M+I	M	SKILL TACTICS	Shooting power, shooting technique Long-range shots

Offside trap	++	M		TACTICS	Offside trap
Dribbling	++	I	X	SKILL TACTICS	Dribbling Dribbles
Dives	++	M+I		SKILL TACTICS	Tackling Diving
Training circuit	+++	I		SKILL SKILL	Acceleration, shooting technique Short passes, dribbling
Rondo variations	+++	G	M	SKILL SKILL SKILL PLAYING STYLE	Short passes Ball retention Creativity Attacking football with direct passes, controlled attacking play, possession-based football
Attacks through the centre	++	M	X	SKILL TACTICS PLAYING STYLE	Various skills Attacks through the centre Solid, composed build-up play; direct attacking football
Wing attacks	++	M	X	SKILL TACTICS PLAYING STYLE	Various skills Wing play Solid, composed build-up play; direct attacking football
Attacks with direct passing	++	G	X	SKILL PLAYING STYLE	Short passes All-out attack, direct attacking football
One man up/down	++	M	X	TACTICS TACTICS	Advantage when one man up Advantage when outnumbered
Pressing	+++	M	X	TACTICS	Pressing
Counter-pressing	+++	M	X	TACTICS	Counter-pressing
Counter-attack with direct passing	++	M	X	SKILL SKILL PLAYING STYLE	Short passes, pace Throw-ins Disrupting the opposition's play and playing direct passes
Counter-attacks with long balls	++	M	X	SKILL SKILL PLAYING STYLE	Long passes Goal kicks Defensive play with long balls forward, parking the bus in front of goal
Controlled transition play	++	G	X	SKILL PLAYING STYLE	Passing in general, game awareness, build-up play, retaining possession Controlled attack,

					possession-based football, secure, composed build-up play
Quick transitions	+++	G	X	SKILL TACTICS PLAYING STYLE	Passing in general, game awareness, build-up play Counter-attacks, counter-pressing All-out attack, direct attacking football, attacking football with short passes, defensive play with long balls forward, '' (disrupting the opposition's play) and direct passes
Zonal games – small groups	+++	G	X	SKILL TACTICS	Short passes, game awareness, build-up play Counter-pressing
Zonal games – big groups	++	M	X	SKILL TACTICS	Short passes (50%), long passes (50%), game awareness, build-up play Counter-pressing
Positional play – small groups	+++	M	X	SKILL PLAYING STYLE	Short passes, keeping possession General
Positional play – big groups	++	G	X	SKILL GAME STYLE	Short passes, keeping possession General
Six-square training	+++	G	X	SKILL PLAYING STYLE	Short passes General ball possession
Training match 11 v 11	++	M	X	TACTICS PLAYING STYLE	A wide variety of tactics The team is finding its feet
Warm-down (ONLY AFTER THE MATCH)	-	M		CONDITION	Refreshment
Active recuperation	-	I		CONDITION	Refreshment
Gymnastics/stabilisation	+	I		SKILL	Basic work and flexibility
HIIT	+++	I		SKILL	Basic fitness training
Strength training	+++	I		SKILL	Basic Strength Training
Incremental runs	+++	I		SKILL SKILL	Endurance Speed
Endurance run	+++	I		SKILL	Endurance
Video analysis last match		M			Minor lessons learnt
Video analysis of next		M		-	Identifying tactics

opponent					
Video analysis of opponent after next		M			Identifying tactics
Special attacks	++	M	X	ATTACKS	Specific attacks are trained in a targeted manner

Training skills – from WAF onwards

Many training sessions affect several skills. These are not always shown in full in the training planner.

You can find out which ones by hovering your mouse over the skill icon when selecting the training session.

For training sessions that have already been scheduled, simply hover your mouse over the large graphic in the training planner.

Transfer budget – from WAF onwards

The transfer budget is the money you still have available this season for transfer fees, loan fees and additional players' wages. You can increase this budget through sales.

The transfer budget for the next season is made available to you in the second half of the season, so that you can already sign players for the coming season.

At the start of the new season, these expenses are then transferred to the new season's transfer budget and are no longer available to you.

Transfer list – from WAF2024 Update 1 onwards

This optional screen is displayed immediately after the current transfers. It lists all players who are currently being offered for transfer by their current clubs. The most important column shows how long the players have been on the transfer list.

This allows you, on the one hand, to see the new signings at a glance, and on the other hand, to look for players who have been on the transfer list for a very long time and may therefore be available at a significantly lower price.

Transfer market – constantly being improved

If you're not managing an absolute top-flight club, your aim should be to sign affordable players with potential, develop or improve them, and then sell them on at a profit. This is how you lay the foundations for sustainable growth.

You may be able to find particularly cheap players by using the player search to look for those who are currently on the transfer list – in other words, those whom their clubs are looking to offload.

In the statistics (finances, team strengths, player salaries), from NT onwards you'll find various other clues regarding the transfer activities of AI clubs. The club profile also shows directly which positions the individual clubs are currently looking to fill.

If you want to offload players, from WAF2024 onwards you'll have the option to specifically offer them to other clubs (see 'Offer players'). Here, too, it's worth checking the club profiles or squads to see if there might be any interest.



From WAF2024 onwards, other clubs may also intervene in negotiations. In that case, you'll need to act quickly.

Transfer window – general

There are two transfer windows per season: one from 1 July to 31 August and one from 1 January to 31 January. Players may only change clubs within these timeframes. If negotiations take place outside these periods, a transfer can take place no earlier than the opening of the next window.

Travel (spectators; for the team, see 'Travel') – from WAF

Investments in travel options affect spectator numbers. If getting there is difficult, the odd fan might well choose to stay at home. Public transport and cars are, of course, more important than flying, although in the latter case, for example, a shuttle bus service to the airport is provided. An extra runway is rather unlikely.

Travelling to the venue (players; for spectators, see 'How to get there') – from WAF

Travelling by train is more of a nuisance for players than travelling by bus and is more expensive. However, there is a climate bonus for this. Flying, on the other hand, results in deductions and must be offset.

Trial training – from WAF2024 onwards



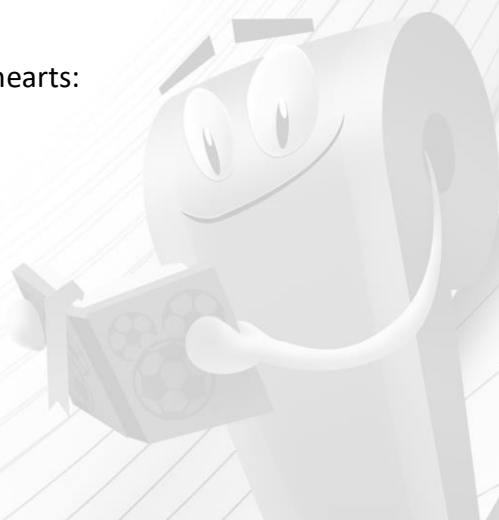
You can now invite a player without a contract to a trial up to 5 times per season. This feature is disabled for all other players.

You can send an invitation via a button at the bottom of the Transfers and Scouting screen. After the trial, the player's scouting status changes depending on your assistant manager's level. It always increases by 1 level. From level 6 onwards, it increases by at least 2 levels; from level 11 onwards, by at least 3.

True love – from WAF27 onwards

The following factors increase or decrease the number of hearts:

- +2 for the first club
- +1 for Manager levels 11–14
- +2 for Manager level 15
- +1 for language
- +1 for home country



- +1 fan favourite
- 3 arch-rival
- +1 stadium > 50,000

Undo – from NT onwards

In the stadium and club grounds editors, you can use CTRL+Z to undo the last upgrade.

VSync – from WAF onwards

If the weekly schedule is running too slowly for you, you may be able to speed it up slightly by disabling VSync. This means it will no longer run at 60 frames per second, but as fast as possible.

On a reasonably fast computer with a suitable graphics card, this can save 1–2 minutes per season. However, it may cause graphical glitches on some systems; in which case, you may unfortunately have to re-enable it.

Watch goals later – from WAF2024 onwards

In the match report, you can rewatch the goals after a match.

You can also view the goals scored by each player via their player profile. To do this, simply go to 'Season', select the match and click on the 'View' button. Alternatively, you can watch all of a player's goals in succession. Press ESC to cancel this, or SPACE to jump straight to the next goal.



If you've clicked on a match but then decide you want to see all the goals after all, you can simply left-click on the goal in the table again, and the button will revert to its original state.

Watchlist – from WAF2024 onwards



Players can be added to the watchlist on the 'Scout/Sign' screen.

They won't be scouted there, but you can easily find them again at any time later.

Wave – from WAF2024 onwards

Under certain conditions, there may also be a wave in the stadium. Naturally, there are camera angles from which this is more visible than from others. Here are the conditions:

Option 1 – Standard (home fans only)

Lead >3 goals

Match minute > 60



1/5 per scene

Ends with goal celebrations or the end of the scene.

Option 2 – Finals at a neutral venue (all fans)

Cup final: first 30 minutes and draws, also 1/5 per scene.

Ends with goal celebrations or the end of the scene.

Wealthy owners – from WAF onwards

If a club has 'wealthy' owners, they are likely to intervene in the club's affairs with a certain probability.

The frequency of such intervention depends on the size of their shareholding and the level of intervention set in the editor. It takes the form of events.

60 per cent of events affect popularity, 40 per cent affect budgets. A positive event increases popularity with the board by 3. A negative event reduces it by 3. Budget events only affect the budgets, increasing or decreasing them by up to 10%. The maximum positive effects are only realised if you have been with the club for at least two years.

Weather – from WAF onwards

The weather changes according to the settings selected for the country in the editor. However, you can also test the various weather effects yourself. To do so, simply switch between the different options, e.g. on the club grounds, using CTRL + 1 to 7.

Wing menus – from WAF2024 onwards

You can open wing menus in some places using the TAB key or the right mouse button.

These can be configured in the main menu, meaning you can freely select your six favourites.

During a match, there are then six fixed statistics that cannot be changed, but which are particularly well-suited to this location.

You can also play in 21:9 mode (either because you have a monitor with this aspect ratio or because you've resized your window accordingly), in which case the side menus – provided they're available at this stage of the game – will be displayed permanently.

In the 3D areas of the game (stadium, club grounds and museum), however, you can always enjoy the 21:9 aspect ratio in full width.

Women – Specific features – from WAF onwards

The game works identically for men's and women's football.

For women, potential pregnancies are also factored in. Twins are also a possibility.

Added to this are various developments unique to women's football, such as the introduction of annual magazines, collectable albums and the future equalisation of

tournament prize money. Some of the players also have advertising contracts typical of women (whilst some of the men have contracts typical of men).

A major difference lies in the financial model. From the outset, there is far less money involved, which makes managing a women's team more difficult. This applies, for example, to sponsorship payments, players' and staff salaries, and much more. Investments in infrastructure are particularly demanding, as the costs are no different from those for men's teams.

However, to reflect the current rapid growth in women's football, we have incorporated a long-term upward trend that gradually brings the figures a little closer to those of the men's game. Nevertheless, anyone looking for a challenge will find one here.

For gameplay reasons, we have chosen not to adjust injury rates to reflect reality, particularly in the case of cruciate ligament tears. The same applies to an earlier end to a player's career due to lower salaries.

Working hours – from WAF onwards

Working hours aren't just the actual fixtures. They also include, above all, training sessions, as well as additional travel time and, of course, the time spent on match days.

xG – from WAF, expanded from WAF2024

For xG (expected goals), each goal-scoring opportunity is assigned a value between 0.01 and 0.99, depending on the normal probability of scoring. An xG of 0.80 therefore corresponds to an 80 per cent probability of scoring.

The total then shows, in comparison with the opponent, which team had the better chances overall and should actually have won the match.

In WAF2024, the current xG values are always displayed during key moments of play, giving you a rough idea of the probability of a goal being scored in such a situation under normal circumstances.

In the case of a penalty, the xG increases by 0.72.

For double chances, the xG is calculated as: probability of chance 1 + (1 – probability of chance 1) * probability of chance 2.

Example: Chance 1 has an xG of 0.7. Chance 2 has an xG of 0.6. The total xG for the double chance is then $0.7 + 0.3 \times 0.6 = 0.88$.

A player's threat level can now be determined from the xG following an action (e.g. after a pass), minus the xG when the player previously received the ball themselves. Thus, a single through ball can have a very high value here, whilst many cross-field passes may contribute nothing at all.

Youth – from WAF onwards, with extensions from WAF2024 onwards

Under this menu item, you can monitor the development of your future stars. If you click on a player, their profile will be displayed.

From WAF2024 onwards, you'll also see a photo here that changes over the course of a player's career as they get older (first as a youth player, then as an adult player, and eventually, if applicable, as a staff member).

In the profile, you can also set a specific training target for each youth player. Once this is achieved, the coaching staff will automatically assign them a new target.

As soon as they're ready to contribute to the first or second team, simply offer them a contract. But don't hesitate too long – the competition never sleeps.

From WAF2024 onwards: It is also possible to pre-select players for a contract. The game will then remind you at the appropriate time that you should schedule a negotiation appointment.

The U17 and U19 youth coaches are particularly important for the development of your youth players. You can set specific training priorities for them. Depending on the youth coach's level, there is a bonus to player development. What is missed at this stage cannot be made up for later.

Where does the training have an impact?

Tactical training	Bonuses when learning tactics Bonuses when learning playing styles
Running and fighting	Bonuses to fitness stats
Technical skills	Bonuses for learning skills

U17 players can be promoted to the first team from NT from the age of 16. In such cases, the relevant button on the corresponding screen is now clickable.

You can also simply drop players with no future prospects, thereby making room for new talent.

Youth boarding school – from WAF onwards

In the youth teams section, you'll also find the youth boarding school. Depending on the size of your club, you'll start with 8 or more places; the maximum capacity for the youth boarding school is 50 places. The rooms initially available in the boarding school are already ready for occupancy; all others still need to be fitted out. In addition to one-off costs, there are also ongoing monthly costs for maintenance and other expenses (caretaker, school supervision, etc.). The advantage of this system is that you do not have to demolish entire buildings straight away if you do not have enough youth players for the boarding school and would like to save on running costs. In that case, simply take the relevant places out of use temporarily by reducing the number of available rooms again.

For each floor of the youth boarding school, you gain 2 additional places for youth players. Therefore, to reach the maximum of 50 places, you'll need 3 youth boarding schools, each with 7 floors, plus one further one with 4 floors.

At the very bottom of both player lists, you'll find a 'Status' column. If there's a house icon here, the player is attending your youth academy. This gives them an additional

development bonus thanks to their total focus on football. By clicking on it, you can admit the player or remove them again. If admission isn't possible, the academy is probably full. In that case, you'll first need to create new premises for the academy on the club grounds or equip these buildings accordingly under the 'Local' header.

You can also simply remove players with no future prospects, thereby making room for new talent.

Youth camps – from WAF onwards

By setting up youth camps, you have the opportunity to train additional talented players yourself.

The number of youth players is limited by the level of the main building. There are no youth players until the main building has been constructed. Below the list, you'll see the current maximum number of players that can be in that camp.

Youth camps can be upgraded to a maximum of level 9 (starting equipment + 8 additional upgrade levels).

Clicking on the youth camp icon in the top corner opens it in full-screen mode.

New players in a camp are generated with the following probability:

Base probability without a school	1/550 per day
Base probability with a school	1/350 per day

In addition, 10 is deducted from the denominator for each upgrade level in the Training and Centre sections. The maximum deduction is therefore 60, meaning the probability of a new youth player increases to 1/290 per day.

A further 20 are deducted for the Medical Centre. A further 10 are also deducted per level of the camp country's talent pool. If you already have a camp in the same country, 100 are added in each case.

If the country's league level is higher than your own, you receive an additional +50 for every 1/10 point. A further +50 is added if there is a top-flight club from that country in the city.

Youth camps always start with one generated player.

The quality of youth players depends in particular on the country's talent pool and the level of competition from other clubs there. The better a camp is developed, the more players will gradually come forward and can then be signed later on. The maximum number per camp is calculated as follows:

Main building level * 2	(maximum 8)
+ Training Ground Level	(maximum 4)

The number calculated in this way is then increased by 2, meaning that a fully developed youth camp can accommodate a maximum of 14 players.



The training facilities, the school and the medical centre make the camp attractive to talented players. Weaker players can be sent away to make room for better ones.

U19 youth camp players can then be transferred to your own youth squad as soon as they have reached the desired standard.

Closing a camp can save money in the short term. You can set up a maximum of 30 camps.

Youth development awards – from WAF onwards

If your club does particularly good youth development work, it can be recognised for this (Dumpling Trophy). Unlike the Jan Binsmaier Medal, this is not about individual players, but about youth development as a whole. There are three levels, and here are the requirements for each:

Level 1 – Bronze

>10 boarding places

>1 youth player signed on a contract for the coming season

>10 talent stars in total (across all teams)

At least 1 player remaining with an 8* league multiplier (max. 1!)

Level 2 – Silver

>15 boarding school places

>2 youth players signed for the coming season

>15 talent stars in total (all teams)

At least 2 players with an 8* league multiplier team (max. 1!) still available

Level 3 – Gold

>20 boarding places

>3 youth players signed on contracts for the coming season

>20 talent stars in total (across all teams)

At least 3 players remaining with an 8* league multiplier (max. 1!)

As manager, you receive an additional 10, 25 or 50 manager points per award.



The league multiplier can be entered in the editor under 'Country' for the 1st division. For each league tier below this, it is multiplied by 0.7.



4. Part 4 – MODIFICATIONS

This chapter provides an overview of all the ways in which you can customise WE ARE FOOTBALL 2027 to suit your own needs; in particular, you'll learn everything about the necessary user directories and file formats. If you share customisations, you must not infringe any third-party rights (e.g. by sharing photos from the internet).

This is followed by various tips on editing. After all, a manager is only as good as the data available to the game. Transfer fees, for example, are based on clear rules, but if a player deviates by just one or two levels from the expected level, the figures immediately feel unrealistic. It is therefore essential to examine the supplied data carefully and, for example, to start by creating a reference list for male and female players.

It is equally important to consider the strength of a league in advance, so that it fits in with the rest of the game.



As a precaution, from WAF2024 onwards we have included a function that allows you to upgrade or downgrade all players on a team in one go.

The directories must be copied into the game directory under 'Saved games' (next to the game scores).

WAF, NT, WAF2024 and WAF27 all access the same graphics directories and use the same formats. However, there are various new options available for both WAF2024 and WAF27 (see the 'From' column below).

4.1. Overview of user directories and formats

The directories must be copied to the game directory "\\We Are Football" (next to the save files).

Graphics	From	Directory name	Format	File name
Banner	WAF2024 Update 2	banner	0 - 512x128, 1 - 512x160, 2 - 1024x128, 3 - 1025x256, transparent, png.	See below under 'Banner'.
Extend Daily WAF	WAF27	Translation	Text	See below under 'Fan comments'.
Replace events	WAF2024	Translation	Text	See below under 'Events'.

Family	WAF2024	Family	160x160, transparent.	Like players.
Large family	WAF2024	Family big	320x320, transparent.	Like players.
Add fan comments	WAF	Translation	Text	See below under 'Fan comments'.
Fans	WAF	Fans	616x264, not transparent.	See below under 'Badges'.
Generic players	WAF	avatar_generic/160	160x160, transparent.	See below.
Generic players, big	WAF	avatar_generic/512	512x512, transparent.	See below.
Generic players, heroes	WAF	avatar_generic/hero	472x712, transparent.	See below.
Generic badges	WAF	datafiles\imagesets\badges_generic	160x160, transparent.	See below.
Half-time talks	WAF27	audio\hymn	Audio, ogg.	See below. Not yet installed!
Annual general meeting	WAF2024	Assembly	720x592, not transparent.	See below under 'Badges'.
Mascot	WAF	Mascots	160x160, transparent.	See below under 'Players'.
Media logo (for the sponsor in the menus)	WAF	Media logos	160x160, non-transparent.	Standard format as for all companies; see 'Sponsors'.
Media board (perimeter advertising)	WAF	Media boards	1024x128, non-transparent.	In future, also for the background in the media area (interviews) etc.
Staff	WAF	Staff	160x160, transparent.	See below under 'Player', but with special characters.
Music	WAF 2024 UPDATE 1	Audio\Music	Audio, ogg.	See below.
Panels Video Ring	WAF2024	Panels	1024x128, non-transparent.	See below.
Small trophy graphics	WAF2024, Update 2	Competitions\Small	64x64, transparent.	As per the 'Competitions' section.
Medium-sized trophy graphics	WAF2024, Update 2	Competitions\Normal	160x160, transparent.	As per the 'Competitions' section.
Large trophy graphics	WAF2024, Update 2	Competitions\Big	720x720, transparent.	As per the 'Competitions' section.

Presidents	WAF27	As per Staff.	160x160, transparent.	As for staff.
Manager shouts	WAF2024	Shouts	Audio, wav.	See below.
Referee	WAF	Referees	160x160, transparent.	See below. Same as players, but without date of birth.
Seating layout in the stadium	WAF2024	Patterns	576x576, transparent.	See below.
Players	WAF	Players	160x160, transparent.	See below.
Large player	WAF	Players big	512x512, transparent.	See below.
Hero players	WAF	Players hero	472x712, transparent.	See below.
Player agents	WAF2024	Player agents	160x160, transparent.	Like players. Used during negotiations.
Sponsor banner	WAF	Sponsor boards	512x128, non-transparent, png.	Name visible in the editor.
Large sponsor banner (perimeter advertising)	WAF	Sponsor boards big	1024x128, non-transparent, PNG.	Name visible in the editor.
Sponsor logo	WAF	Sponsor logos	160x160, non-transparent, PNG.	Name visible in the editor. The kit suppliers' graphics are also inserted here, but only the logos.
Stadium	WAF	Stadium	616x264, not transparent.	Same as fans. Displayed as the header for 'Infrastructure'.
City photos	WAF	Cities	616x464, non-transparent.	See below under 'Badges'.
City descriptions	WAF27	Translation	Text	See below under 'City texts'.
Country descriptions	WAF27	Translation	Text	See below under 'Country texts'.
Team photos	WAF2024	Team pictures	1024x512, transparent.	See below. Used in the museum.
Goal anthems	WAF2024 Update 1	Goal anthems	Audio, wav.	Can be enabled in the 3D match options.
Shirts (3D match)	WAF2024 Update 1	Kits	See template1-3 in the WAF directory.	These are used in the 3D game.

Shirts (UI)	WAF	Shirts	256x256, transparent.	See below under 'Badges. These are the shirts used in the UI.
Club anthems	WAF27	audio\hymn	Audio, ogg.	See below.
Badges	WAF	Badges	160x160, transparent.	See below.
Large badges	PLANNED, SUBJECT TO CHANGE	Large badges	512x512, transparent.	See below.
Competitions	WAF	Competitions	256x256, transparent.	m_COUNTRY_CODE_LEAGUE NAME (without spaces etc.). f_ for women's competitions; the country code for international competitions is 240+continent (see list below). The country code for continental competitions involving national teams is 248+continent; for the world cup it is 255. See below under 'Cups'.
Newspaper	WAF2024	Newspapers	1024x152, not transparent. 1864x224, not transparent.	See below. There are two different graphics per country: -1 is the texture for the small 3D newspaper (weekdays). -2 is the large newspaper background in the 'Media' screen.
Headquarters	WAF	Headquarters	616x264, not transparent.	Like fans. Displayed as the header for 'Board'.

4.2. New features for editors in WAF27

Multiple user databases (with optional logos) simultaneously

WE ARE FOOTBALL 2027 allows you to select your preferred user database from several options at the start of the game.

If you create your own database, you can now add a logo to it. To do this, simply copy an 80x80 PNG file into the same directory as your database. The PNG must be named the same as the corresponding database.

If you do not create your own logo, a default logo will be used.

Youth players

You can now set a year of birth for youth players.

With the (default) setting of 2000, the year of birth is dynamically adjusted in the game, whilst all other years are adopted as fixed values. If a player with a fixed year of birth cannot be assigned, they are excluded from the current match. The advantage, of course, is that you can assign a player image straight away.

Presidents

WAF27 now also displays pictures of the presidents. This works in the same way as for staff members. In the editor, under 'Club', the required file name or an existing image is displayed.

Regional Cups

Regional cups can be created in the editor in a matter of minutes. As things stand, up to 32 cups (one national cup plus 31 cups below that) are possible, which can also operate across multiple tiers (district cup win => regional cup => regional cup win => national cup).

It is also possible, for example, to create a regional cup that includes only clubs from the RL North and below. A cup that combines, for example, the RL North and South and the leagues below them is also possible.

Picks (for professionals)

`pickTypeGetWithLowestLeagueAndLevelAtLeast = 24,`
`pickTypeStartRelegation = 110,`

`GetWithLowestLeagueAndLevelAtLeast` retrieves the teams that belong to the specified league or below and are currently playing in league tier X or below; this is required for the cup competitions.

`StartRelegation` is an element that can be set to indicate the point from which relegation elements begin in the `PickList`. All pick elements following this element must then relate to relegation or the relegation play-offs. In-game, this is simply ignored when selecting teams. However, it is required to define the relegation rules if you disable the country in the game or remove individual league tiers.

National team stadiums

A dedicated stadium for the national team can now be created and selected. Additionally, other stadiums can also be approved for international matches. If this feature is not used in a country, stadiums will be selected by size as before.

Otherwise, there will be no changes to the stadiums for WAF27 in the editor.

Anthems

Before the match, you can, for example, include an atmospheric fan chant or the club anthem that is sung before the match. For national teams, national anthems can of course also be played. Simply copy the .ogg files into the “audio\hymn” directory and link them to the club names and national teams as usual. As we don’t know whether this might become annoying in the long run, you can also disable them in the options.

International club competitions

You can now also set the prize money for the individual rounds there.

National team competitions outside Europe

At least in WAF27, there are no changes here compared to WAF2024. This is currently planned for WAF28.

World Club Championship

At least for WAF27, there are no changes here compared with WAF2024. No changes are planned here for women either. We currently expect this to change in future versions.

Editing fixtures

The date column is now fixed, and the widths of the individual columns can be adjusted in the same way as on the other screens.

3D kits

Up to 8 regular or special kits can now be selected here before the match. These simply need to be numbered consecutively in the file names.

Shirt numbers

It is now also possible to edit the colour of a shirt number in the editor.

Generic badges

There are a few additions to the basic shapes here.



Translations

As before, if the translated versions have not been entered, the German text is used. It is therefore only necessary to enter any differing names (e.g. for towns).

Miscellaneous

Thanks to the focus on the database in WAF27, many minor improvements have been incorporated – for example, in the statistics or the country selection - which make practical work easier.

Half-time talks (not yet available in WAF27)

In future, we also plan to include the option to add your own half-time talks. Once you've recorded them, simply copy them as .ogg files into the "audio\halftime" directory. You can then enable them in the options under "Gameplay" and "Half-time" talks.

4.3. General rules for file names

General

Men's and women's teams are located together in their respective directories. Kit suppliers are treated as sponsors and are also used separately there, e.g. as partners for perimeter advertising.

Name conversions

Names or associated dates of birth are used to identify the graphics, not IDs.

All special characters must be 'normalised'. Example: ä => a. é => e. 'ß' is converted to 's'.

Characters that cause problems with filenames are filtered out. Example: ". ". Exception: cities. Here, the German city name with special characters is always used as the filename.

The game's search order for image sources can be set in the options.

Automatic use of large images

If you are playing at a higher resolution than HD, the 'Players big' images are used automatically wherever possible to achieve the highest possible image quality. This also happens if the images require a higher resolution even at HD, e.g. for the end-of-season honours.



Happiness of players and staff

The game takes into account the mood of players and employees, but appropriate photos must be available (see below).

4.4. Special rules for file names

Banners - from WAF2024 Update 2 onwards

There are banners for individual clubs and generic banners for each country. In addition, there are completely generic banners for all countries, which are only based on the club data (logo + colours).

Club => Like badge.

Country => Number.

All countries (World) => 0.

For World the following are available in every size:

Top/Bottom

Right/Left

4-fields

Top/bottom with badge

Right/left with badge

Rays with badge

4-fields with badge

Then follows the type. Type is 0-3 depending on the size.

0	512x128
1	512x160
2	1024x128
3	1025x256

LAND-TYPE

CLUB NAME TYPE

This is followed by consecutive numbering starting with 1. Then follows the logo placement:

0 = No logo

1 = Logo left

2 = Logo in the centre

3 = Logo on the right

Example up to this point:

Stuttgart-1-1-0 Small banner for Stuttgart, Type 1, without logo.

Then the colours follow:



0 = without colour

1 = coloured ('colouring banner') => red = 1st colour, 2nd colour, 3rd colour

Then comes the condition for the banner. The following conditions are available:

00 = Always

01 = Running well

Current success club +2

02 = Runs badly

Current club success -2

03 = Home match

04 = Away game

05 = Derby

06 = European Cup

Current European Cup place before the game && not in the current season

07 = Champions

Reigning champions or (league leader 1st division && matchday>5)

08 = Championship course

1st league leaders && matchday>5

09 = Never 2nd division

1st division && not yet relegated && place in the bottom third of the table

Let's assume we want to make a banner with the logo in the centre and red and white rays going outwards.

Then you would have to do it like this if you want it to work for all clubs:

0(WORLD)-3-1-2-1-00

Or like this if it should only be for Stuttgart:

Stuttgart-3-1-2-1-00

So there are 6 values per banner.

FOR WHOM - TYPE - NUMBER - LOGO - COLOUR - CONDITIONS

Daily WAF

The text database contains various entries beginning with ID_DATE_.

See Chapter 4 below to find out how to edit fan comments. You can add your own text to the Daily WAFs in exactly the same way.

For example, the game can wish you a happy birthday or announce that your mortgage has been paid off in full.

When it comes to the ID format, you simply need to ensure that the year comes first, followed by the month (always two digits) and then the day (also always two digits). But there are plenty of examples in the text file, so that shouldn't be a problem.

Your own photo – from WAF onwards



The name format of your own photo corresponds to the players, but with special characters.

The directory is: Staff

There are also variants with an appended -1, -2, -3 and -4.

- 1 Normal
- 2 Cheering
- 3 Angry
- 4 Sad

Example: KöhlerGe30031969-2

The selection is made as follows:

If (depending on popularity) and (employee image 1-4 available)

KöhlerGe30031969-1-4

Else (employee picture normally available)

KöhlerGe30031969

Else (employee picture without date of birth available)

KöhlerGe

Else

As before

Endif

Replacing events – from WAF onwards

If certain events in the game are annoying you, you can easily overwrite them. First, follow the same steps as for fan comments until you see the file in the editor.

Now search for the event text. Please look for text passages without placeholders and only those that are the same in both the masculine and feminine forms, so that they are actually found.

You can now change the text as you wish, though it's best to leave the placeholders as they are (unless you know exactly what you're doing).

Then simply save, and the old event will be replaced by your new version. Incidentally, creating new numbers won't help at this stage.

Adding fan comments – from WAF2024 onwards

The game uses a translation file for the text. This is normally hidden, but for the editor you can easily find it in the 'Translation' folder within the game's editor directory.

For the game, you now need to copy this to the 'We Are Football' directory (under 'Saved Games') and then to \datafiles\gamedata. You may need to create these subdirectories first.

There are currently 8 files in each of these directories.

GameText_de-de.txt German
GameText_en-uk.txt English (British)
GameText_es-es.txt Spanish
GameText_fr-fr.txt French
GameText_it-it.txt Italian
GameText_pl-pl.txt Polish
GameText_ru-ru.txt Russian
GameText_zh-cn.txt Chinese

If you want to create German fan comments, the German file is sufficient.

Simply open it with the standard Windows Notepad and search for:

ID_FANKOMMENTARE_

From

ID_FANKOMMENTARE_1_1

you'll find all the fan comments that already exist. You'll see there are quite a lot of them.

These are grouped together (the first number in the filename). For group 1, these are:

ID_FANKOMMENTARE_1_1 {staffid1:STAFF} has been doing a good job so far.
ID_FANKOMMENTARE_1_2 {staffid1:STAFF} has pleasantly surprised me so far.
ID_FANKOMMENTARE_1_3 We simply had a better plan than the opposition.
{staffid1:STAFF} did a good job there.
ID_FANKOMMENTARE_1_4 By signing {staffid1:STAFF}, the board got it spot on!
ID_FANKOMMENTARE_1_5 {staffid1:STAFF} and us are a perfect match.

{staffid1:STAFF} obviously stands for the manager here (so it will be replaced by your name later). If you'd like to receive further praise in the game, you can simply add any additional comments. For example:

ID_FANKOMMENTARE_1_6 {staffid1:STAFF} is a blessing for our club.

Then save the file and the comment will appear in the game, ready to show up the next time you start it. You can, of course, carry on and add to the list; it shouldn't be a problem to go up to at least 99, as long as you don't skip any numbers.

Just make sure your texts don't require any further conditions. For example, this would be risky:

ID_FANKOMMENTARE_1_6 {staffid1:STAFF} really does win every match!

As the other texts are very general, you can assume that things are going well, but you cannot assume a winning streak. In this case, the new text could, for example, also appear if you've lost the penultimate match.

When creating new text, it's best to always copy placeholders such as {staffid1:STAFF} in their entirety to prevent errors from creeping in.

Please also try to use only placeholders that already appear in the existing alternatives for a group. It may be that others work (e.g. the club name), but this isn't guaranteed and testing isn't easy, as you cannot access the comments selectively.

Of course, you can also modify existing fan comments.

Fans – from WAF onwards

We do not provide any images of the fans ourselves, but we look in the user directory Fans when the "Fans" screen/menu item is called up.

If a suitable graphic is found there, we display it instead of the default graphic.

The name of the file corresponds to that of the badge.

Example: 1.FC Düsseldorf => 1FCDusseldorf

If there is no graphic, everything is displayed as normal.

Generic staff – from WAF2024 onwards

For generic staff members, we have still appended the year at the end. For example, the suffix -20 means that the image is suitable for all staff members aged between 20 and 35 (always +15 years). Once a staff member has been assigned an image, it remains the same for their entire career.

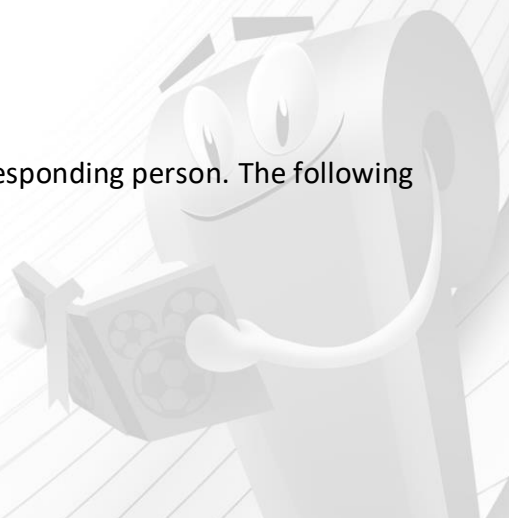
Generic player images – from WAF2024 onwards

The images in these directories must be numbered consecutively.

The first number in the file name stands for the group of images.

- 01 Male players
- 02 Female players
- 03 Male staff
- 04 Female staff

The second number stands for the appearance of the corresponding person. The following numbers are available:



Upper group	Basic group
1	1
2	2
2	2
3	3
4	4
4	4
4	4
5	2
1	1
1	1
6	4
1	1
7	5
8	6
9	6
10	6
11	6
4	4
4	4
12	7
13	8

This is followed by consecutive numbering. For your own images, you must start with the ending 10001 in each category and can then continue counting as you wish.



The first 10,000 numbers in each category are reserved for us, so that we do not overwrite any user data during updates!

Example for the first image:

01-10-10001.png Player, top group 10, first image

You can also add optional age information after the file name. Here is an example with 3 photos for one player:

01-10-10001-15.png This image is displayed from the age of 15, with the silhouette in front of it.

01-10-10001-25.png This image is displayed for the same player aged 25 and over.

01-10-10001-35.png This picture is displayed from the age of 35 until the player leaves the game.

Generic crests – from WAF onwards

The location for the generic badges is datafiles\imagesets\badges_generic.

However, for this directory to exist, you must first have exported a database once in the editor.

The badges stored there can now be edited. However, care should be taken to ensure that they are not overwritten by a subsequent export.

Replacing background or header graphics – from WAF2024 onwards

There are various options here. All files must be in .PNG format.

The path for your own graphics is datafiles/imagesets/bg/FILENAME.png.

Furthermore, the images will only be displayed if you have set the options to give priority to your own graphics.

To view your own images, we recommend the following procedure:

- In the game settings, select the option to prioritise your own images
- Save your game
- Exit the game completely
- Restart the game and load your save file
- You can now see your own images

However, some images are loaded as soon as the game starts and cannot be replaced afterwards. This applies to:

- The main menu
- The blurred background
- The 'Please wait' screen

Important: It is always the first time a save file is loaded that counts. So if you start by playing without your own images, you must exit the game completely before you can play with your own images. It is not enough simply to load a save file with the option enabled. The reason for this is that the graphics are cached the first time they are loaded so that they are available more quickly. This cache is only cleared when you exit the game.



Now, let's look at the individual options:

If you want to improve the images when selecting your private estate, you can replace these files:

img_villa_0.png
img_villa_1.png
img_villa_2.png
img_villa_3.png
img_villa_4.png

616x408

Of course, this only changes the selection graphics, not the 3D buildings.

If you want to replace the images for the team events, create these files from scratch:

img_header_teamevent_bootcamp.png
img_header_teamevent_drums.png
img_header_teamevent_flossbau.png
img_header_teamevent_freizeitpark.png
img_header_teamevent_katapultbau.png
img_header_teamevent_kletterpark.png
img_header_teamevent_natur.png

1920x344

If you'd like to swap the images for the Sponsors' Day:

img_header_sponsorentag_1.png	(cheap)
img_header_sponsorentag_2.png	(medium)
img_header_sponsorentag_3.png	(expensive)

1920x344

Then there are three celebration images (e.g. World Cup).

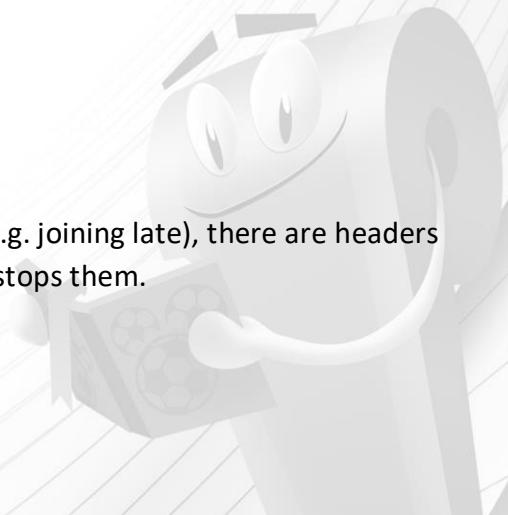
img_nm_celebration_01.png	(fireworks with people in front, 1920x880)
img_nm_celebration_02.png	(cheering people seen from behind, 1920x825)
img_nm_celebration_03.png	(Fireworks with people in front of them, on the right two people high-fiving, 2224x1136)

The certificate can also be replaced:

urkunde.png

1000x1414

In the event of relegation through no fault of one's own (e.g. joining late), there are headers featuring dominoes: in one, they fall; in the other, a hand stops them.



img_header_unverschuldeter_abstieg.png
img_header_unmerited_demotion_prevented.png

1920x344

Then there are two backgrounds that are used in various places. You can certainly experiment with these too.

bg_dark.png
bg_decoration.png

1920x960

The person packing their belongings (with a box in front of their head) can also be replaced.

When doing so, make sure the lower area remains dark so that the text remains legible. This applies to the bottom 397 pixels.

bg_entlassung.png

1920x1080.png

Then there are various headers for the different departments and for various events.

img_header_borse.png
img_header_finanzen.png
img_header_hr.png
img_header_hub.png
img_header_internat.png
img_header_investoren.png
\assets\img_header_jugendXXX.png
img_header_jugend.png
img_header_kaffeeservice.png
img_header_krisensitzung.png
img_header_marketing.png
img_header_praesidium.png
img_header_psychologisches_profil.png
img_header_rabattaktion.png
img_header_rede.png
img_header_saisoneroeffnung.png
img_header_scouting.png
img_header_sperre.png
img_header_verhandlung.png

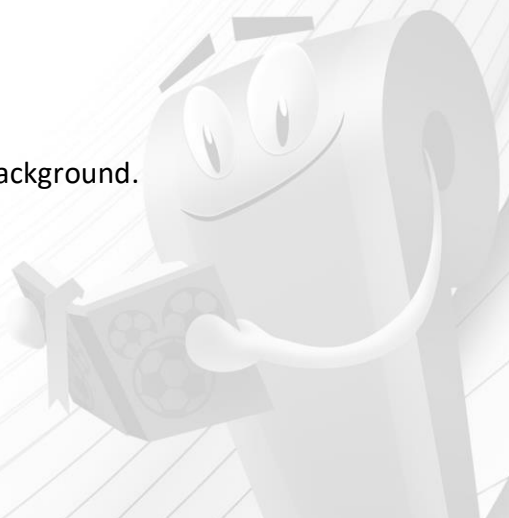
(Exception, not \bg)

1920x344

During the negotiations, there is still a blurred turquoise background.

bg_verhandlung.png

960x1000



The graphic in the weekly schedule can also be replaced. As it is a widescreen image, it needs to be particularly large, even though normally only the inner part is visible.

bg_wochenablauf.png

2560x1080

There is also an image showing a player kicking a ball.

bg_spieler.png

1920x1080

The blue stadium, which is also used from time to time, can also be replaced.

bg_saison.png

The generic newspaper header can also be replaced.

bg_medien_header_generic.png

1864x220

There is also a tactics board with arrows that can be replaced:

bg_taktiken.png

1920x1080

The graphic showing a manager's retirement, with a hammock between two palm trees, is called:

bg_ruhestand_manager.png

1920x1080

Added to this is the diary:

bg_terminkalender.png

1920x1080

The screens for the end of a career can also be swapped out.

bg_karriereende_manager.png

bg_karriereende_manager_aera.png

bg_karriereende_spieler.png

1920x1080

The following backgrounds are required for the match:

bg_match_tag.png

bg_match_nacht.png

1920x1080.png



There is also a blurred overlay for each of these:

bg_match_tag_blurred_center.png

bg_match_nacht_blurred_center.png

832x728.png

There are a further 4 graphics for the national team competitions, each showing either a world map or a map of Europe:

bg_championship.png

bg_championship_europe.png

bg_championship_generic.png

bg_championship_world.png

1920x1080

And finally, there are two progress screens with grass in the foreground:

bg_progress.png

bg_progress_blurred.png

1920x1080

Youth players – from WAF2024 onwards

The system for youth players is similar to that for generic players; only the first number is different.

05 Jugendspieler

06 Jugendspielerinnen

For the youth players included in our game, we use three age groups: -10, -20, -30.



For example, if you integrate yourself as a youth player, you can integrate photos from your individual years of life and then age accordingly from year to year in the game. We're already looking forward to the screenshots with the long hair.



Music

The music must be in .ogg format and is located in the \audio\music directory. There are various directories there, see the following overview.

The names of our music tracks are derived from the category and the number.

Example „anger“:

We have four files here (see table column "Number"). These have the following names (see column file names):

Wut1.ogg

Wut2.ogg

Wut3.ogg

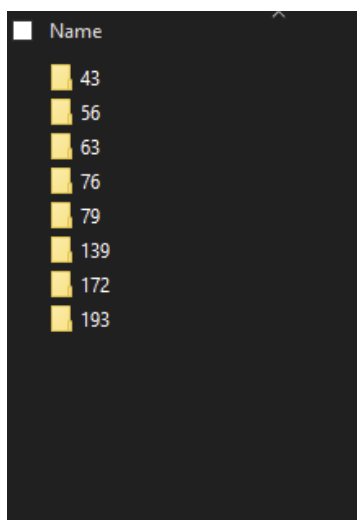
Wut4.ogg

Category / File name	Number	Folder name
Tense	4	Tense
Anxiety	4	Fear
Christmas	Christmas	Christmas
Credits	Song 2	Credits
Depressed	4	Sad
Intimidated	3	Intimidated
Loneliness	5	Unemployed
Euphoric	5	Euphoric
Cheerful	4	Happy
Hopeful	4	Hopeful
Ready for battle	5	Aggressive
Typical of the region	1-SPA, 2-SPA 3-GRI, 4-GRI 5-ITA 6-IRL 7-FRA, 8-FRA 9-TSC 10-OES 11-DEU	Country
Lightness	7	Ease
Melancholic	3	Melancholy
Normal	8	Normal
Suspense	4	Suspense
Start (Theme)	Song 1	Theme
Pride	3	Proud
Totally euphoric	3	MaxEuphoric
Negotiation	5	Negotiation
Completely depressed	3	Depressed
Anger	4	Anger
Club video	45-All-Sides-Closing-In-FULL-SM426	Club Video

Normally, you simply have to copy your music into one of the directories so that it appears in appropriate places in the game.

The name doesn't matter, but to be on the safe side you should avoid umlauts and other special characters. If you want to overwrite our music, simply create a file with the same name.

The country directory is an exception. Here you can define music that is played against teams from this country. To do this, simply create a directory that corresponds to the country number. You can find out which country has which number in chapter 4. There you will find a complete list of countries. For example, Germany has the 43, Spain the 172.



You then copy your music into these directories.

To replace our music, you must create files with the following names:

Country	Filename
43	Landestypisch11-DEU
56	Landestypisch7-FRA and Landestypisch8-FRAU
63	Landestypisch3-GRI and Landestypisch4-GRI
76	Landestypisch6-IRL
79	Landestypisch5-ITA
139	Landestypisch10-OES
172	Landestypisch1-SPA and Landestypisch2-SPA
193	Landestypisch9-TSC

Videoring panels

File names are club + endings from -1 to -8.png or .jpg.

-6 to -8 are actually reserved for the club's main sponsors, but can also be replaced. The short motto is normally used for -2. If you want to use this, you should not replace it either.

If you create .PNGs, you can even let the existing panels show through and only create overlays (frames or special elements).

Trophies / Competitions

This is about replacing the pictures of cups (2D only).

The national cups must be sorted by country number and within the country by importance (championship, national cup, other cups).

For the international competitions the following numbers are used (there must always be an m or f for male and female competitions in front, this works in the same way as for the national competitions):

240_0	Europe: Champions Cup
240_1	Europe: International Cup
240_2	Europe: Congress League
240_3	Europe: International Super Cup
241_X	Africa
242_X	Asia
243_X	North America
244_X	South America
245_X	Oceania
248_0	Europe: National team at the European Championships
248_1	Europe: European Championship Qualifiers – National Team
249_X	Africa
250_X	Asia
251_X	North America
252_X	South America
253_X	Oceania
255_0	World Cup
255_1	World Cup Qualifiers
255_2	Club World Cup

Example: f248_0; European national team competition (women)



Shouts – from WAF2024 onwards

Here you can create your own calls for the match. To do this, simply name the files accordingly and record the respective texts. Your own voice will then be used for the decisions in the match.

ID_MATCH_ANNOUNCEMENT_SHOT_1	(Filename)
Shoot!	(Text)
ID_MATCH_CALL_SHOT_2	
Fire!	
ID_MATCH_CALL_SHOT_3	
Take the shot!	
ID_MATCH_CALL_PASS_1	
Pass!	
ID_MATCH_CALL_PASS_2	
Play the ball!	
ID_MATCH_CALL_THROUGH_PASS_1	
Through ball!	
ID_MATCH_CALL_DRIBBLING_1	
Dribble!	
ID_MATCH_CALL_DRIBBLING_2	
Dribbling!	
ID_MATCH_CALL_DRIBBLING_3	
Get past him!	
ID_MATCH_CALL_RUN_1	
Break through!	
ID_MATCH_CALL_RUN_2	
Run!	
ID_MATCH_CALL_IN_RUN_3	
You've got space!	
ID_MATCH_CALL_IN_DUEL_1	
One-on-one!	
ID_MATCH_CALL_DUEL_2	
Go for it!	
ID_MATCH_CALL_DUEL_3	
Get stuck into the tackle!	
ID_MATCH_ENTER_FOUL_1	
Knock them over!	
ID_MATCH_CALL_IN_FOUL_2	
Foul!	
ID_MATCH_CALL_FOUL_3	
Deadly tackle!	
ID_MATCH_CALL_CROSS_1	
Cross it!	
ID_MATCH_CALL_CROSS_2	
Cross!	
ID_MATCH_CALL_IN_CROSS_3	
Get it in!	
ID_MATCH_CALL_IN_WING_SWITCH_1	
Wing switch!	
ID_MATCH_CALL_WING_SWITCH_2	
Switch sides!	



ID_MATCH_CALL_CLARIFY_1

Get rid of it!

ID_MATCH_CALL_CLARIFY_2

Knock him out!

Seating patterns in the stadium – from WAF2024 onwards

In addition to logos and texts, seat patterns in different colours can also be displayed across the entire stadium. If possible, these should not be too complicate, otherwise they will look very confusing.

You can create new patterns by copying the corresponding graphics into the Patterns directory. These must be numbered consecutively and start with the number 76.

76.png

77.png

etc.

Referees – from WAF onwards

Referee images cannot be set in the editor. However, they are displayed.

The game can then use the referee images.

To do this, the 'Referees' folder is checked to see if an image is available. This is used in the referee information.

The images must be named 'Surname + 2 letters of first name' (i.e. the same as for players, but without the date of birth).

Players – from WAF onwards

These are divided into three categories: Normal, Big and Hero.

' and - are permitted in players' names.

'Big' is used for high-resolution images and, for example, in the honours section at the end of the season.

The Hero pose is used, amongst other things, in the player profile.

The name format is as follows (special characters must be converted:

Example: Thorsten Müller, born 1 May 2000:

MullerTh01012000.png

Player agent – from WAF2024 onwards

The first number in the player agent's ID indicates gender, so that the in-game text matches the photos.

01=Male

02=Female

The second digit is the image number. The numbers must simply be incremented sequentially. The game uses a maximum of 50 agents.

In addition, -1, -2, -3 or -4 can be appended.

- 1 Normal facial expression
- 2 Happy facial expression
- 3 Surprised facial expression
- 4 Angry facial expression

Example:

01-001-1.png

01-001-2.png

01-001-3.png

01-001-4.png

City descriptions – from WAF27 onwards

This works essentially in the same way as fan comments. All city texts begin with:

ID_STADTTEXT_

The structure of the name is as follows:

ID_STADTTEXT_COUNTRYCODE_CITYNAME

Examples:

ID_STADTTEXT_43_KOLN	Cologne
ID_STADTTEXT_43_GROSASPACH	Großaspach
ID_STADTTEXT_43_ST_PAULI	St. Pauli

It is, of course, important that the city name in German matches the one in the editor. The following naming rules apply:

- and . => must be omitted from the ID

ß => must be replaced by S in the ID

ä, ö, ü => must be replaced by A, O, U in the ID (other special characters treated similarly)



Country descriptions – from WAF27 onwards

This works essentially in the same way as the city descriptions. All county texts begin with:

ID_LANDTEXT_

The structure of the name is as follows:

ID_LANDTEXT_COUNTRYCODE

Examples:

ID_LANDTEXT_43	Germany
ID_LANDTEXT_50	England
ID_LANDTEXT_139	Austria

Team pictures – from WAF2024 onwards

The team name is used in the usual format, with -1, -2, -3 or -4 appended to it. A maximum of 4 team images are used in the museum.

Example:

Stuttgart-1.png
Stuttgart-2.png
Stuttgart-3.png
Stuttgart-4.png

Goal anthems – from WAF2024 Update 1 onwards

These must be saved as .WAV files with the same name as the club names.

Shirts (3D match)

In your WAF2024/27 directory, you'll find three files: template_1.png, template_2.png and template_3.png. You can use these to design your own kit and, after Update 1, integrate it into the game via the 'Kits' folder under 'Saved Games' and 'We Are Football 2024' or 'We Are Football 2027'. Important: The pixel in the top-left corner of the image (0,0) determines the colour of the shirt numbers.

National team kits are named flag_COUNTRY_NUMBER_1.png (or _2, _3). You can find the list of countries under 'Newspaper'.

Shirts (UI)

The names of the kits correspond to the badges. A _1 is appended for the home kit, and a _2 for the away kit.

National team shirts are named using flag_COUNTRY_NUMBER_1.png (or _2). You can find the list of countries under 'Newspaper'.

Badges

The name is derived from the German club name.

The club name is edited as follows: Spaces, hyphens, dots etc. are removed. Numbers and letters are retained. "ä" etc. becomes "a". "ß" becomes "s", see above.

Example: 1.FC Düsseldorf => 1FCDusseldorf

For national teams, the respective flags are used.

With the additional ending "-2" a separate badge can be set for the reserve teams.

Example: 1FCDusseldorf-2

Newspaper (per country)

Names are assigned using the country code:

COUNTRY CODE-1.jpg

(3D newspaper)

COUNTRYCODE-2.jpg

(newspaper on the media screen)

No.	Country	No.	Country
1	Afghanistan	107	Libya
2	Egypt	108	Liechtenstein
3	Albania	109	Lithuania
4	Algeria	110	Luxembourg
5	American Samoa	111	Macau
6	US Virgin Islands	112	Madagascar
7	Andorra	113	Malawi
8	Angola	114	Malaysia
9	Anguilla	115	Maldives
10	Antigua and Barbuda	116	Mali
11	Equatorial Guinea	117	Malta
12	Argentina	118	Morocco
13	Armenia	119	Mauritania
14	Aruba	120	Mauritius
15	Azerbaijan	121	Mexico
16	Ethiopia	122	Moldova
17	Australia	123	Mongolia
18	Bahamas	124	Montenegro
19	Bahrain	125	Montserrat
20	Bangladesh	126	Mozambique
21	Barbados	127	Myanmar
22	Belgium	128	Namibia
23	Belize	129	Nepal
24	Benin	130	New Caledonia
25	Bermuda	131	New Zealand
26	Bhutan	132	Nicaragua
27	Bolivia	133	Netherlands
28	Bosnia and Herzegovina	134	Niger

29	Botswana	135	Nigeria
30	Brazil	136	Northern Ireland
31	British Virgin Islands	137	Norway
32	Brunei	138	Oman
33	Bulgaria	139	Austria
34	Burkina Faso	140	East Timor
35	Burundi	141	Pakistan
36	Cayman Islands	142	Palestine
37	Chile	143	Panama
38	China	144	Papua New Guinea
39	Cook Islands	145	Paraguay
40	Costa Rica	146	Peru
41	Curaçao	147	Philippines
42	Denmark	148	Poland
43	Germany	149	Portugal
44	Dominica	150	Puerto Rico
45	Dominican Republic	151	Republic of North Macedonia
46	Djibouti	152	Rwanda
47	Ecuador	153	Romania
48	El Salvador	154	Russia
49	Ivory Coast	155	Solomon Islands
50	England	156	Zambia
51	Eritrea	157	Samoa
52	Estonia	158	San Marino
53	Faroe Islands	159	Saudi Arabia
54	Fiji	160	Scotland
55	Finland	161	Sweden
56	France	162	Switzerland
57	Gabon	163	Senegal
58	The Gambia	164	Serbia
59	Georgia	165	Seychelles
60	Ghana	166	Sierra Leone
61	Gibraltar	167	Zimbabwe
62	Grenada	168	Singapore
63	Greece	169	Slovakia
64	Guam	170	Slovenia
65	Guatemala	171	Somalia
66	Guinea	172	Spain
67	Guinea-Bissau	173	Sri Lanka
68	Guyana	174	Saint Kitts and Nevis
69	Haiti	175	Saint Lucia
70	Honduras	176	Saint Vincent and the Grenadines
71	Hong Kong	177	South Africa
72	India	178	Sudan
73	Indonesia	179	South Sudan
74	Iraq	180	Suriname
75	Iran	181	Kingdom of Eswatini

76	Ireland	182	Syria
77	Iceland	183	São Tomé and Príncipe
78	Israel	184	Tajikistan
79	Italy	185	Tahiti
80	Jamaica	186	Somaliland
81	Japan	187	Tanzania
82	Yemen	188	Thailand
83	Jordan	189	Togo
84	Cambodia	190	Tonga
85	Cameroon	191	Trinidad and Tobago
86	Canada	192	Chad
87	Cape Verde	193	Czech Republic
88	Kazakhstan	194	Tunisia
89	Qatar	195	Turkey
90	Kenya	196	Turkmenistan
91	Kyrgyzstan	197	Turks and Caicos Islands
92	Colombia	198	Uganda
93	Comoros	199	Ukraine
94	Kosovo	200	Hungary
95	DR Congo	201	Uruguay
96	Republic of the Congo	202	USA
97	North Korea	203	Uzbekistan
98	South Korea	204	Vanuatu
99	Croatia	205	Venezuela
100	Cuba	206	United Arab Emirates
101	Kuwait	207	Vietnam
102	Laos	208	Wales
103	Lesotho	209	Belarus
104	Latvia	210	Central African Republic
105	Lebanon	211	Cyprus
106	Liberia		

List of continents

Europe	0
Africa	1
Asia	2
North America	3
South America	4
Oceania	5
Jupiter (Io)	6



4.5. Data Editor

Create a new database

The database supplied with the software cannot be edited, as it is intended to serve as a backup for you at all times. Furthermore, we may overwrite it during updates.

To create your own database, click on the current database at the top and then select 'Create new database' from the drop-down menu.

You can then give your database a name.

In WAF27, it is no problem to manage several databases in the editor simultaneously and then select one when the game starts. Up to WAF2024, however, only the most recent export was available in the game alongside the official databases and could be selected there.

You can export by clicking the 'Integrate data into the game' button at the bottom and then clicking 'Export'. Before doing so, you should use 'Check data' to ensure that no errors have crept in.

Adding new countries

If you add your own countries with clubs and players, it is generally important that the financial multiplier of the league is set so that the youth camps also cost money accordingly.

When setting the financial multiplier, please follow our guidelines for the leagues provided, otherwise this can lead to considerable distortions later in the game.

Improvements to player generation

You can now specify 10 countries per country from which the foreign players are favoured (in WAF there were only 5 countries). Please note that you must also enter the corresponding percentage values for the passports because of the nationalities.

You can also generate random other nationalities. The frequency depends on the size of the player pool of the respective country. The other nationalities are not used when generating youth players.



Modifying league systems

Please make all changes directly in the editor. Working directly in the database is risky and can lead to all kinds of errors. Typical problems with incorrectly edited leagues are

- Seasons end prematurely
- There are no longer enough teams for leagues
- Promotions and relegations are broken
- Season statistics are counted over several seasons

When making changes, we recommend that all editors with the changed data test the game thoroughly over several decades overnight using the simulation and then check all countries in the statistics.

In particular, it should be noted that all clubs in branched league systems must have a bottom league. Appropriate checks have also been integrated into the export from WAF2024 onwards.

Financial multiplier

The financial multiplier in the editor generally determines the financial level of a league. This includes the amount of player salaries as well as offers from sponsors etc. This is a key value for the game!

As a reference value, we initially set the 1st league in Germany to 1.0, but over the years this value has increased to 1.3. All other leagues are then derived from this value. For example, the multiplier for England is higher, while that for Belgium is lower. The multiplier can be set for each league. It is therefore important to set correspondingly lower values for the lower leagues.



We are working on making the multiplier more finely adjustable in the future (not just in steps of 0.1) in order to be able to display deeper leagues even better. This is not easy at the moment, as otherwise problems with older databases may occur.

Championship and relegation play-offs

From WAF2024 onwards, the league can now also be split at the end of the regular season. In this case, it is always halved.

League calendar

In countries with a final championship round, it is important to set the exact match days in the league calendar. If this is not done, the seasons will be played incompletely. Here, too, it is advisable to check the correctness with the help of the simulation before playing seriously with a new database.

Club data

Translated club data only need to be entered if they differ from the German version. If nothing is entered, the German version is automatically adopted.

Attendance

The most important value for setting the number of spectators in the editor is "Fan attendance at regular first division match". This is the number of spectators who would go to the stadium for the midfield home match in normal weather.

Another important value is the fans. The less sensitive these are, the fewer spectators will return in the event of relegation. In this way, it is possible to increase the number of spectators at traditional clubs in the lower leagues.

Sponsorship data

Generally speaking, all sponsor values are calculated relative to the main sponsor. This is therefore the starting point.

The base value is 5 million.

This is multiplied by the league's financial multiplier, with values <1 being raised slightly.

Then the club's reputation plays an important role... For clubs with the highest reputation values, this figure rises sharply. A club with a reputation of 20 therefore rises from 5 to 25 million solely as a result of this.

{0.7, 0.73, 0.76, 0.79, 0.82, 0.85, 0.88, 0.91, 0.94, 0.97, 1, 1.15, 1.3, 1.4, 1.55, 1.75, 2, 2.5, 3, 4, 5}

When negotiating later on, it's also important that you've just met or exceeded your seasonal target. Then you can receive another bonus.

{0.7, 0.75, 0.8, 0.9, 1, 1.05, 1.1, 1.15, 1.2, 1.3, 1.4}

If the editor settings deviate too drastically, the game automatically makes a gradual adjustment towards the normally calculated values, so that there is no sudden change and the club can adapt accordingly.

In the game, kit suppliers always account for around 50 per cent of the main sponsor's value.



Creating stadiums

Please note that stadium 1 of the stadium list is always used for clubs in which no stadium has been set. We have taken precautions here and created a neutral mini stadium in Germany that will be used in this case. If this is deleted, another stadium may be used (possibly the first stadium of the first simulated country in the alphabet). It is important that you either keep this system or make a deliberate choice.

Youth players

If you assign clubs to youth players, they will be assigned to a pool of players who will gradually appear at the club you set. This does not necessarily have to be the case at the start of the game.

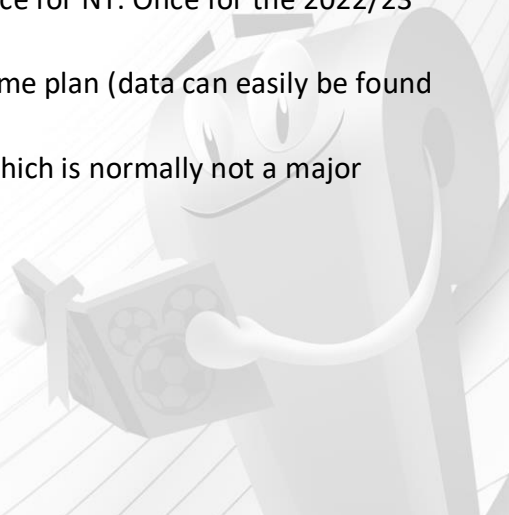
Preparing for a new season

To do this, it is first important to set the starting year. All the important information about this can be found directly on the screen as soon as you have selected this point.

Then you should gradually edit all the countries. You could start by entering the title holders from the previous season.

The next step is to work in the league editor:

- Firstly, check whether you have all the clubs available for the leagues. You often need additional clubs for the lowest league level because they are not yet available in the database.
- If this is the case, these must be created first. The best way to do this is to start with the city and then create the stadium so that this is not forgotten later. For the clubs in a split league system, you must not forget to set their lowest league.
- If there are not enough clubs, you can see if there are pure men's or women's clubs and set them to "men's and women's". This is much quicker than creating completely new clubs.
- If 2nd teams are allowed in a league, you should set the corresponding box so that you can also access these teams.
- Then bring the league composition up to date and set promotion and relegation etc.; the correct order of the clubs according to the performance of the clubs in the previous season is particularly important; you can move the clubs up or down using the arrow fields.
- If you have added a new league, you must now create the league calendar.
- Please note that the league calendar must exist twice for NT. Once for the 2022/23 World Cup season and then for the later years.
- If all this is correct, the next step is to adjust the game plan (data can easily be found on the Internet).
- Finally, the last step is to adjust the other values, which is normally not a major effort.



- If there is a problem, you cannot leave the editor and save. It is therefore usually a good idea to leave the editor briefly after making changes to the league season in order to save them temporarily.
- For generic leagues, there is one last step: the players should be regenerated for the entire league. This adjusts their ratings to the new order in the league composition. If you do not adjust the ratings, the teams will simply continue to play as before. This method is not available for original data, in which case the respective transfers must be carried out and then adjusted accordingly for individual players if necessary. Important: As of Update 16 of WAF or NT, the function to generate all players of a league in one go is also available in the editor. WAF2024 goes one step further and also offers you an option to create the players for all clubs that do not initially play in a simulated league in one go in the league editor.
- Note that the players in a data set age if only the starting year is incremented and no age adjustments are made by editing or regenerating. After a few years, the age structure of the squad will be destroyed.

That was it. Now nothing stands in the way of a game with the updated league in the new season.

Converting the WAF database to NT

If you have created your own database for WAF, you must open the Editor and resave it for NT. Please note that various countries must be added for the European Championships and World Cups:

New Zealand, Cameroon, Nigeria, Ghana, Senegal, Angola, Thailand, Iran, Iraq, Saudi Arabia, Canada, Jamaica, Honduras, Costa Rica, Cuba, Panama, Uruguay, Colombia, Venezuela, Chile, Paraguay, Peru, Qatar, Egypt, Liechtenstein, Ecuador and Tunisia.

Converting the NT database to WAF2024

If you have created your own database for NT, you must call up the editor and can save it again for WAF2024.

Converting a WAF2024 database to WAF27

If you have created your own database for WAF2024, you must open the editor and can then save it again for WAF27.

Error messages during export

We recommend copying the error messages from the text box (click + CTRL+A) and then copying them to a word processor for printing or further processing (CTRL+C).

Additional league tiers – 5th tier from NT onwards, up to 10 tiers from WAF27

If you wish, you can create a 5th league tier in the editor from NT onwards. For WAF27, the number of possible league tiers has even been increased to 10.

However, the players' levels will then be so similar that this may cause problems.

Recommended maximum number of leagues

100 or 150 leagues should still be feasible for most computers with WAF2024, beyond that you will need appropriate hardware or a little patience. Men's and women's football are separate and do not influence each other.

Countries that are only switched off during the game still require a certain amount of computing time and the player search and match days run more slowly as a result. In some areas (such as the transfer market), the computing time even increases exponentially, which is particularly noticeable during the course of the week (we have now also set the default setting to full speed).

For additional speed, all but the following countries can be deleted. This ensures that the European club competitions and the national team competitions can be played.

Europe (all countries)

Cameroon, Nigeria, Algeria, Morocco, South Africa, Ghana, Senegal, Angola

Japan, South Korea, China, Thailand, Australia, Iran, Iraq, Saudi Arabia, New Zealand, Qatar

Mexico, USA, Canada, Jamaica, Honduras, Costa Rica, Cuba, Panama

Brazil, Argentina, Uruguay, Colombia, Venezuela, Chile, Paraguay, Peru

Otherwise, we are focussing on continuity with the editor. We have already anticipated many changes for the future with National Teams. In particular, all graphical elements will remain 100% compatible in the future, although there will of course be some nice new features.

Locking competitions

As of WAF Update 16 or NT Update 1, competitions can be locked for editing directly in the editor. The field responsible for this is called "IsLocked" under "Competition". Clubs and players can then be edited, but not the league system.



This field can only be changed directly in the database and is therefore reserved for professionals.

Fan chant integration

You can enter these in the editor. If you activate "Audio" there, you can select a file name. This must then be available under "Chants" in the usual directory and will then be called up under the set conditions.



Editing player names in the editor and in the game

When editing player names, it often happens that you have to enter special characters that you can't find on the keyboard.

Maybe it's old hat for you, but that's how it works:

You can normally just press and release the Windows key and then press "Z". You will then probably be shown the character table, which you simply have to start. The desired special characters are usually available there.

It's even easier from Windows 10 onwards, where you press Windows+. (i.e. the dot) at the same time to call up a window with which you can then select emoticons. Click on the omega symbol to access the special letter characters.

In practice, we have seen all possible variations, sometimes it works, sometimes not. Sometimes the omega is there, sometimes not.

If it works for you, it also works directly in the game when you switch to windowed mode. The letters are then displayed at the top left. As soon as you close the letter window again, the generated characters are copied into the current text field, provided they are supported by the game character set, which is normally the case with typical special characters for names.

Another option might be Quick Accent:

<https://learn.microsoft.com/en-us/windows/powertoys/quick-accent>

Skills for outfield players and goalkeepers

When it comes to goalkeepers' skills, it's important to set the penalty kick skill to 15 (14 for outfield players) – and the free-kick skill to 20 (19 for outfield players). Otherwise, you'll run into problems; at the very least, you won't be able to properly address weaknesses.

File types

For the sake of transparency, all images are in .png format, except for the city images and the graphics for the newspaper (.jpg).

Name conversions

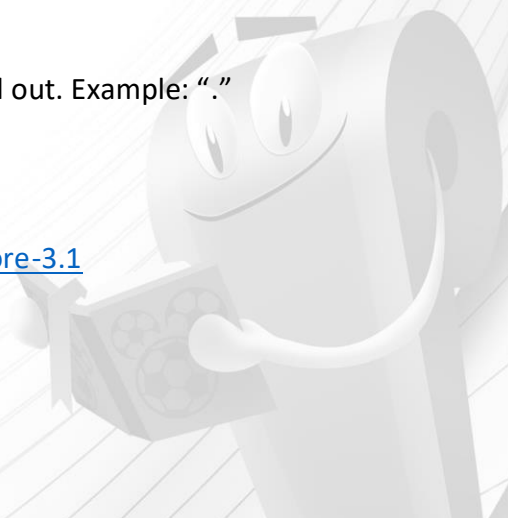
There are no IDs that can be used.

All special characters are normalised where possible. Example: ä => a. é => e. "ß" is converted to s.

Characters that cause problems with filenames are filtered out. Example: "."

We use for the normalization of special characters:

<https://docs.microsoft.com/en-us/dotnet/api/system.text.normalizationform?view=netcore-3.1>



```
str = string.Concat(str.Normalize(NormalizationForm.FormD).Where(c =>  
CharUnicodeInfo.GetUnicodeCategory(c) != UnicodeCategory.NonSpacingMark));
```

Exception: Cities. Here, the German city name is always used as the file name.

Important: Be sure to check the special characters used in the file names to ensure that they all work.

Search order

Players

1. Photos from the 'Players' user directory under 'We Are Football'
2. Photos from our DLC directory 'Players' (WAF)
3. Silhouettes or cartoons, depending on the settings

Special cases are large player pictures (512x512): => Use for Fan Favourite, Player of the Year, Goalkeeper of the Year, etc. The other special case concerns hero shots.

1. Photos from the user directory "Players big" under " We Are Football " (or "Players hero")
2. Photos from our DLC directory "Players big" (or "Players hero")
3. Otherwise like normal player pictures, these will of course also be displayed in small size

Clubs

1. Badges from the user directory "Badges" under " We Are Football "
2. Badges from our DLC directory "Badges"
3. Badges from our normal "Badges" directory

Changing the search order in the "Options"

In the game you can change the order of 1 and 2 (see above) in the options.

Automatic usage of the big pictures

If you increase the resolution beyond HD, "Players big" is automatically used instead of the regular pictures as far as possible to achieve the highest possible quality.



4.6. Creating your own events

General

Events have conditions and effects. There are events with and without decisions; where there are decisions, you can choose between 2 and 3 alternatives. Some of the sample events provided illustrate such a decision. All events occur during the week. Without decisions, they simply appear on the relevant day; with decisions, a small screen opens.

Events also always have a heading and a body text. In addition, there are texts for the decisions and texts describing the reaction to the decision.

Probability

Every few weeks, an event is selected from the event editor within the game. A relative frequency can be set for each event for this purpose.

The frequency with which events from the editor are triggered increases as the number of events rises, though within certain limits. For WAF27, this has been significantly increased.

Technical

Your own events become part of your save files. It is not possible to add or delete events later.

If you wish to make your events available to other players, simply provide them with this file:

`\datafiles\gamedata\WeAreFootball_events.bin`

It is important to test these thoroughly beforehand, as otherwise serious problems – including crashes – may occur. You should therefore have seen every event you have created at least once in the game before publishing it.

If you're using events you've created yourself, it's best to always use the autosave function.

The raw data displayed in the editor is located at Saved Games\We Are Football\DatabaseWAF2024\WeAreFootball2024.sqlite. You should back up this file before saving your changes so that you can revert to the original data if any problems arise.

Abbreviations

Various abbreviations can be used in the text, for example to display players' names:

`{playerid1:PLAYER}` First name and surname of the first player (optional)
`{playerid2:PLAYER}` First name and surname of the second player (optional; the first player must be included)

To ensure a text works for both men and women, you can include a case distinction.

`{FF#he|she}`
`{FF#ihm|ihr}`

This can also cover entire parts of a sentence. Here too, the events we have entered contain various examples.

You can also use the following abbreviations:

{cityname:CITY} Name of the city

{amount1:MONEY} A sum of money; this automatically includes the currency

{teamid1:_the_club} Club name with the corresponding pronoun – just give it a go

{teamid1:_club_has} Club name with the corresponding verb – just give it a go

{staffid1:STAFF} Name of the assistant manager

{staffid1:STAFF#Your assistant coach|Your assistant coach} {staffid1:STAFF} > Assistant coach position (male/female) with name

({age_playerid1:INT} years, {pos_playerid1:POS}) > Player description: age + position

To make events behave differently depending on the player type, they must be entered multiple times. The relevant player types are then entered as conditions, and the reactions can vary accordingly. However, this is not immediately apparent from the event itself.



Check your events very carefully once more before using them in the game. The abbreviations must be exactly correct, otherwise errors may occur. Also ensure that every opening bracket is closed later.



The export is carried out separately from the rest of the database. This means that, for example, even when using a third-party database, you can play with your own events without any problems. You can build on our example events and are welcome to modify them as you wish.



4.7. Translation of the game into other languages

The game can be translated into other languages, although we cannot guarantee that everything will always work 100 per cent.

To do this, a translation file must be created, which must then be located in two places:

Editor

In the 'Translation' folder within the game's Editor folder. This is where you can find the translation files. This is the official, current translation file for We Are Football 2027. Although it is only used in the editor, you can also use it as a template for your own translations for the game. To do this, do not edit it directly, but copy it under the same name into your personal directory, as described in the next paragraph.

Game

In the 'We Are Football' directory (under 'Saved Games') and then under \datafiles\gamedata. You may need to create these directories and then copy the files from the Editor to them.

Up to WAF2024, there are currently 8 files in each of these directories. For WAF27, only German, English and French are available.

If you want to add another language, you can use the Spanish or Italian filename, for example. This language will then also be displayed in the game and can be selected.

GameText_de-de.txt	German
GameText_en-uk.txt	English (UK)
GameText_es-es.txt	Spanish
GameText_fr-fr.txt	French
GameText_it-it.txt	Italian
GameText_pl-pl.txt	Polish
GameText_ru-ru.txt	Russian (only WAF)
GameText_zh-cn.txt	Chinese

Russian was only available in WAF, but the existing file can be used as a starting point for a Russian translation. However, it must be synchronised with the current version of one of the other languages. There are plenty of new texts, whilst others have changed or been assigned a new ID. It is therefore definitely a good idea to create a tool that merges the old Russian file with one of the new language files (e.g. English). The tool should, at the very least, append all the new IDs to the Russian file. That should get you started.

If you now want to create a new language or update the Russian one, you can choose any existing (!) language and edit or replace the file. Simply choose the language you definitely won't be playing the game in. To be on the safe side, you should make a copy of the original file.

For Russian, here's how to do it:

Step 1: Rename the language to be replaced (e.g. add an 'A' to the end of the filename).

Step 2: Give the Russian language the name of the language you're replacing (i.e. change 'ru-ru' to whatever you like).

Step 3: Use a script to insert the new texts into the file (unfortunately, we can't help with this).

You can now start working on the translations line by line. If you know two of the other languages, it's often helpful to use them side by side for your own translations. It's not a bad idea to translate all the editor texts first, as some of these are used quite frequently in the game as well.

Very important: The game is very large. A translation is a massive project that will take several weeks. So think carefully before you start. Unfortunately, we cannot guarantee that everything will work 100 per cent. The use of club names and countries in sentences is often a very tricky business, and many languages have peculiarities that cannot be reproduced exactly. If you're up for the challenge – good luck!

Please simply post any questions about the translation on Steam or on Discord (there are special channels for this).

As an extra help, we've now also included our internal translation guidelines here for the final version of the guide.



Translation Guidelines

General

Identifiers are variables included in the text within {}. Example: {teamid: _VEREIN} is a club name.

You may reorder the identifiers within the sentences as you wish.

The ID numbers (e.g. teamid1) must not be changed.

IDs ending in _P are plural forms, even if the German or English text does not indicate this:

ID_SPIELER	Spieler/Player	1 player
ID_SPIELER_P	Players>1 player	

IDs ending in _M are male forms; _F indicates the female version:

ID_PLAYER_M	Player
ID_PLAYER_F	Female player

Plural combinations are also possible:

ID_PLAYER_M_P	Players
ID_PLAYER_F_P	Female players/Players

IDs ending in _TABELLE (meaning _TABLE) must be kept very short and should not exceed the character limit in German or English.

ID_LEVEL_TABLE	Level	Lev.	= Level
----------------	-------	------	---------

These are used as headers in tables with very limited space.

IDs ending with _BODY usually have 'unlimited' space for translations.

IDs ending with _HEADER are more limited, so the translation should generally be kept short.

Country Names

To use country names correctly, you must first set up some basic identifiers for your language.

Example for German, English, French, Spanish and Italian (_in_country or _IN_COUNTRY).

_IN_LAND_0	12 August 2019 11:28	in {0}	in {0}	en {0}	en {0}	in {0}
_IN_COUNTRY_0G	12 August 2019 11:29	In {0}	In {0}	In {0}	In {0}	In {0}
_IN_COUNTRY_1	12 August 2019 11:26	in {0}	in the {0}	to {0}	to {0}	a {0}
_IN_COUNTRY_1G	12 August 2019 11:28	In {0}	In {0}	In {0}	In the {0}	A {0}
_IN_COUNTRY_2	12 August 2019	in {0}	on {0}	from {0}	en {0}	in {0}

	11:29					
_IN_COUNTRY_2G	12 August 2019 11:30	In {0}	On {0}	In {0}	In {0}	In {0}
_IN_COUNTRY_3	12 August 2019 11:30	in the {0}	on the {0}	aux {0}	in the {0}	nelle {0}
_IN_LAND_3G	12 August 2019 11:32	In the {0}	On the {0}	In the {0}	In the {0}	In the {0}
_IN_LAND_4	12 August 2019 11:32	in {0}	in the {0}	à la {0}		ad {0}
_IN_LAND_4G	12 August 2019 11:33	On {0}	In {0}	À la {0}		Ad {0}
_IN_COUNTRY_5	12 August 2019 11:33	on the {0}		à l' {0}		in {0}
_IN_COUNTRY_5G	12 August 2019 11:34	To the {0}		In {0}		In {0}
_IN_COUNTRY_6	12 August 2019 11:34	in {0}				in {0}
_IN_LAND_6G	12 August 2019 11:35	In {0}				In {0}

This ensures the game works with plural forms and also with country names without an article. Example usage:

{playerid1:PLAYER} won the World Cup {value1:INT:date_year} **with {countryid1:_the_country}**, but did not play in a single match.

The correct selection for each country will be made in the editor. E.g. for English => France has setting 0 ("in France").

At the moment, you can use country names with the following additions:

German	English	Explanation	Result
_LAND	_COUNTRY	Country name	USA v. Nigeria
_IN_LAND	_IN_COUNTRY	In a country	in the US, in England
_THE_COUNTRY	(WITH) _THE_COUNTRY	With the article	won with the US

Please use capital letters at the start of a sentence and lower-case letters within a sentence.

Example for _the_country or _THE_COUNTRY: The US has setting 1. "The player played for _the_country." => "The player played for the United States."

_DEM_LAND_0	14 August 2019 14:04	the {0}	{0}
_DEM_LAND_0G	14 August 2019 14:05	To {0}	{0}
_DEM_LAND_1	14 August 2019 14:09	{0}	the {0}
_DEM_LAND_1G	14 August 2019 14:10	{0}	The {0}
_THE_COUNTRY_2	14 August 2019 14:11	the {0}	{0}
_DEM_LAND_2G	14 August 2019 14:10	The {0}	{0}

_DEM_LAND_3	14 August 2019 14:11	the {0}	the {0}
_DEM_LAND_3G	4 September 2020 11:24	The {0}	The {0}
_DEM_LAND_4	14 August 2019 14:13	{0}	the {0}
_DEM_LAND_4G	14 August 2019 14:15	{0}	The {0}
_DEM_LAND_5	14 August 2019 14:15	the {0}	
_DEM_LAND_5G	14 August 2019 14:16	The {0}	
_DEM_LAND_6	14 August 2019 14:16	the {0}	
_DEM_LAND_6G	14 August 2019 14:17	To {0}	

If there are more than 7 ways to refer to a country in a language, we would need a list of these cases. We can then expand the list. At the moment, German and Italian have the maximum of 7.

Examples for German: (the) Sudan, England, (the) Switzerland, (the) United States, Antigua and Barbados, (the) British Virgin Islands, (the) Kosovo.

Women's Football – Players

The user can either play the game with men or with women, but never with both. This means we always know whether the players are male or female. The text separates the variable text elements as follows:

{FF:The player|The female player} scores a goal.

In English, this is not an issue. It can be either

{FF:The player|The player} scores a goal.

Or simply

The player scores a goal.

In other languages there might be a difference, which is why we usually use the first version in English as shown above to give translators of other languages a hint that both versions are required.

Please also bear in mind that plural forms might be "{FF#lls|Elles}", e.g. in France. These must be added to ensure the sentence still works correctly with female players.

Female Users

Salary {FM#Manager|Managerin}

Salary {FM#Manager|Manager}

FM is used to distinguish between male and female users. The first option is used for a male manager, the second for a female manager.

Managers, Presidents, Staff etc.

Managers, presidents, staff, etc. may be male or female. The system works as follows:

{staffid1:STAFF#President|President} {staffid1:STAFF} joins the meeting.

{staffid1:STAFF#President|President} {staffid1:STAFF} enters the meeting.

The first part checks whether staffid1:STAFF is male or female and selects the correct form.

The second part adds the person's name:

President Miller enters the meeting.

Another example with a female title:

{staffid1:STAFF#Chairman|Chairwoman} {staffid1:STAFF} enters the meeting.

Chairwoman Miller enters the meeting.

Percentage Values

```
{valueid1:INT}%
```

Please insert a space before the percentage sign if necessary.

Competitions

Champions League

MR Championship Round

CC Champions Cup

Euro League

IL International League

IL International League

National Team Competitions

European Championship European Championship

EC European

Championship

World Championship World Championship

WC World Cup

Stadium Names in the Editor

Stadium in X

Stadium in X, Stade X, etc.

Please simply come up with a standard phrase and use 'stadium' together with the club's city.

Newspapers

Newspaper articles always begin with ID ZEITUNG .

Very often there is a “ - ” in the middle of a headline. This is the separator between the main headline and the sub-headline and should be retained, at least in most cases.

Please ensure the translations sound like real newspaper headlines! A tabloid style is fine.

Please Do Not Change

```
{competition:COMP}
```

This is the name of the competition, e.g. a league or cup name.

```
{amount:money}
```

This is an amount that includes the currency symbol. We support three currencies: Euro, Dollar, BP.

{amount1:money:currency_nofraction}

Whole numbers only.

Etc.

Preparations for the Use of Club Names

The first step in translating into every language is to determine how many different types of club names exist in your language. This works in the same way as for country names.

At the start of the translation file, there are identifiers relating to the club name. In the editor for each club, the 'type' of the club name is set for each language – for example, male or female, singular or plural. This ensures we can use the file name correctly within a sentence.

The idea is this: if you use the club name identifier together with the verb in brackets (!), it will automatically take into account plural club names, gender and initial letters for every club in the game (e.g. d'Olympique, de Paris).

Once you have identified which and how many of these exist in your language, the relevant entries must be made. The number can vary from language to language. For example, in Italian there are 7 types, in German 4 and in English only 1.

Examples for German, English, French, Spanish and Italian:

A player plays for {teamid:_at_club_name}.

NOT: A player plays at {teamid1:_club_name}.

_AT_CLUB_0	16 August 2018 16:25	at {0}	at {0}	to {0}	en {0}	all'{0}
_AT_THE_CLUB_0G	8 August 2019 12:08	On {0}	At {0}	At {0}	En {0}	All'{0}
_AT_THE_CLUB_1	16 August 2018 16:25	to {0}	at {0}	à la {0}	in the {0}	al {0}
_AT_THE_CLUB_1G	8 August 2019 12:09	To {0}	At {0}	À la {0}	En el {0}	Al {0}
_AT_THE_CLUB_2	16 August 2018 16:25	at the {0}	at {0}	to {0}	en la {0}	ai {0}
_AT_THE_CLUB_2G	8 August 2019 12:09	At the {0}	At {0}	At {0}	En la {0}	Ai {0}
_AT_THE_CLUB_3	16 August 2018 16:25	to the {0}	at {0}	from {0}	en {0}	alla {0}
_AT_THE_CLUB_3G	8 August 2019 12:09	To the {0}	At {0}	At {0}	En {0}	Alla {0}
_AT_THE_CLUB_4	3 September 2020 15:09				aux {0}	en los {0} all {0}
_AT_THE_CLUB_4G	3 September 2020 15:11				Aux {0}	En los {0} All {0}
_AT_THE_CLUB_5	3 September 2020 15:10				to {0}	in the {0} hello {0}
_AT_THE_CLUB_5G	3 September 2020 15:11				At {0}	In the {0} Hello {0}
_AT_THE_CLUB_6	3 September 2020 15:10					agli {0}
_AT_THE_CLUB_6G	3 September 2020 15:11					Agli {0}

{teamid:_club_name_begin} are going all out.

NOTE: {teamid:_club_name} are off to a flying start.

_CLUB_START_0 16 August {0} kicks {0} {0} {0} {0} begins

	2018 16:25	off	begins	commence	empieza	
_CLUB_BEGINS_0G	8 August 2019 12:22	The {0} begins	{0} begins	{0} commence	{0} empieza	L'{0} inizia
_CLUB_BEGINS_1	16 August 2018 16:25	{0} begins	{0} begins	{0} begins	el {0} empieza	il {0} inizia
_CLUB_START_1G	8 August 2019 12:23	{0} begins	{0} begins	{0} begins	El {0} empieza	Il {0} inizia
_CLUB_START_2	16 August 2018 16:25	The {0} begins	{0} begins	{0} commence	{0} begins	i {0} begin
_CLUB_START_2G	8 August 2019 12:18	The {0} begins	{0} begins	{0} commence	The {0} begins	The {0} begin
_CLUB_START_3	16 August 2018 16:25	The {0} begin	{0} begins	le {0} commence	{0} start	{0} begins
_CLUB_START_3G	8 August 2019 12:23	The {0} are starting	{0} begins	The {0} begins	{0} start	La {0} inizia
_CLUB_START_4	3 September 2020 15:14			{0} begins	the {0} begin	{0} begins
_CLUB_START_4G	3 September 2020 15:42			The {0} begins	Let's {0} begin	The {0} are starting
_CLUB_START_5	3 September 2020 15:14			the {0} are starting	the {0} begin	lo {0} begins
_CLUB_START_5G	3 September 2020 15:42			The {0} are starting	Las {0} begin	Lo {0} begins
_CLUB_START_6	3 September 2020 15:14					The {0} are starting
_CLUB_START_6G	3 September 2020 15:42					The {0} are starting

Club Identifiers

In this chapter, you will find a list of all the identifiers we use in the game to construct sentences.

If you need another one for your language, please let us know. We will then create it for you.

Please use capital letters at the start of a sentence and lower-case letters within a sentence.

_AT_CLUB => At Liverpool

_at_club => at Liverpool

English

_CLUB

_AT_CLUB

_BY_CLUB

_FROM_CLUB

_THE_CLUB

German

_CLUB, only the club name

_AT_THE_CLUB, _AT_THE_CLUB

_BY_CLUB

_FROM_THE_CLUB

_THE_CLUB, club name with article.



_OF_CLUB	_OF_THE_CLUB	
_TO_CLUB	_TO_THE_CLUB	
_CAN_CLUB	_CAN_CLUB	Can Liverpool defend their title?
_HAD_CLUB	_HAD_CLUB	Had Liverpool played well?
_HAVE_CLUB	_HAT_CLUB	Have Liverpool played well?
_IN_CLUB	_IN_CLUB	in Liverpool (e.g. a player)
_IS_CLUB	_IS_CLUB	Are Liverpool still in the running? Are Wolves the
favourites?		
_MAKE_CLUB	_MAKE_CLUB	Liverpool make (swapped).
_MUST_CLUB	_MUST_CLUB	Liverpool must (swapped).
_WHAT_CLUB	_WAS_CLUB	Was Liverpool better?
_WILL_CLUB	_WILL_CLUB	Will Liverpool make a comeback?
_CLUB_APPLY		Liverpool have applied to host the final. Club names are treated as plural in
English.		
Etc.		
_CLUB_APPLY	_CLUB_APPLIES	
_CLUB_BECOME	_CLUB_WILL_BECOME	
_CLUB_START	_CLUB_START	
_CLUB_BRINGS	_CLUB_BRINGS	
_CLUB_BUY	_CLUB_BUYS	
_CLUB_CAN	_CLUB_CAN	
_CLUB_CAN'T	_CLUB_CAN_NOT	
_CLUB_CELEBRATE	_CLUB_CELEBRATES	
_CLUB_CLIMB	_CLUB_CLIMBS	
_CLUB_COME	_CLUB_COMES	
_CLUB_COULD	_CLUB_COULD	
_CLUB_COUNTER_ATTACK	_CLUB_COUNTER-ATTACKS	
_CLUB_DEFEAT	_CLUB_DEFEATED	
_CLUB_DOESN'T	_CLUB_DOES_NOT	
_CLUB_DID_NOT	_CLUB_DID_NOT	
_CLUB_EXTEND	_CLUB_EXTENDED	
_CLUB_FAIL	_CLUB_FAILS	
_CLUB_FIND	_CLUB_FIND	
_CLUB_FINISH	_CLUB_FINISHES	
_CLUB_GET	_CLUB_GETS	
_CLUB_GIVE	_CLUB_GIVES	
_CLUB_GO	_CLUB_GOES	
_CLUB_GOT	_CLUB_GOT	
_CLUB_HAD	_CLUB_HAD	
_CLUB_HASNT	_CLUB_HAS_NOT	
_CLUB_HAS	_CLUB_HAS	
_CLUB_HOST	_CLUB_HOSTS	
_CLUB_IMPROVE	_CLUB_IMPROVES	
_CLUB_INCREASE	_CLUB_INCREASES	
_CLUB_INVEST	_CLUB_INVESTED	
_CLUB_IS	_CLUB_IS	
_CLUB_ISNT	_CLUB_IS_NOT	
_CLUB_KEEP_UP	_CLUB_CONTINUES	
_CLUB_LEAD	_CLUB_LEADS	
_CLUB_LEAVE	_CLUB_LEAVES	
_CLUB_LET	_CLUB_ALLOWS	



_CLUB_LIE	_CLUB_ON_LOAN
_CLUB_LOAN	_CLUB_LOANS
_CLUB_LOAN_OUT	_CLUB_LOANS OUT
_CLUB_LOSE	_CLUB_LOSES
_CLUB_MAKE	_CLUB_MAKES
_CLUB_MAY	_CLUB_MAY
_CLUB_MEET	_CLUB_MEETS
_CLUB_MISS	_CLUB_MISSES
_CLUB_MOVE_ON	_CLUB_MOVES
_CLUB_MUST	_CLUB_MUST
_CLUB_NEED	_CLUB_NEEDS
_CLUB_OPEN	_CLUB_OPENED
_CLUB_SHOULD_TO	_CLUB_SHOULD
_CLUB_PAY	_CLUB_PAID
_CLUB_PLAY	_CLUB_PLAYED
_CLUB_PLAYED	_CLUB_PLAYED
_CLUB_RECEIVED	_CLUB_RECEIVES
_CLUB_SCOOP	_CLUB_SCORES
_CLUB_SCORED	_CLUB_SCORES
_CLUB_SEARCH	_CLUB_SEARCHES
_CLUB_SEE	_CLUB_WATCHES
_CLUB_SEES	_CLUB_SEEMS
_CLUB_SELL	_CLUB_SELL
_CLUB_SHALL	_CLUB_SOLL
_CLUB_SHOOT	_CLUB_SHOOTS
_CLUB_SHOULD	_CLUB_SHOULD
_CLUB_SHOW	_CLUB_SHOWS
_CLUB_SIGN	_CLUB_COMMITS
_CLUB_STAND	_CLUB_IS
_CLUB_STARTED	_CLUB_BEGAN
_CLUB_STAY	_CLUB_STAY
_CLUB_STEP	_CLUB_JOINS
_CLUB_SUCCOMBED	_CLUB_SURRENDERS
_CLUB_SWITCH	_CLUB_SWITCHES
_CLUB_TAKE	_CLUB_TAKES
_CLUB_THROW	_CLUB_THROWS
_CLUB_TOOK	_CLUB_TOOK
_CLUB_TRY	_CLUB_TRY
_CLUB_USE	_CLUB_USES
_CLUB_WAIT	_CLUB_WAITS
_CLUB_WANT	_CLUB_WILL
_CLUB_WHAT	_CLUB_WAS
_CLUB_WILL	_CLUB_WILL_BE_IN_THE_FUTURE
_CLUB_WINS	_CLUB_WINS
_CLUB_WON'T	_CLUB_WON'T
_CLUB_WOULD	_CLUB_WOULD
_CLUB_WOULD_BE	_CLUB_WOULD_BE
_CLUB_WOULD_HAVE	_CLUB_WOULD_HAVE
_CLUB_WOULD_LIKE	_CLUB_WOULD_LIKE

Results

Please use the format for your language:



German 5:4
English 5-4

Wins, Losses, Draws

ID_S W Wins (German: Siege)
ID_N L Losses (German: Niederlagen)
ID_U D Draws (German: Unentschieden)

Fallback usage of _CLUB

In cases where the club name itself changes, the following solution could be used for Russia and Poland:

The club {teamid1:_CLUB} plays well. In this case, the verb would depend on 'club' rather than on its name.

It would be helpful if we could obtain a list of potential changes to the club name. In this case, it might be possible to add an extra data entry in the editor to enable correct usage.

Russian Plural

All IDs ending with "_R" are specific to the Russian language. They must be ignored for other languages. Please regard this as a preparatory measure for the future; these are not currently in use.

New for WAF27:

_CLUB_OFFER _CLUB_OFFER



5. Part 5 – DEVELOPMENT HISTORY

5.1. Milestones

1 May 2018	Preparations for the founding of Winning Streak Games begin.
7 June 2018	Winning Streak Games is founded in Cologne.



From left to right: Gerald Köhler, Dirk Winter, Rolf Langenberg (still young)

1 July 2018	We move into our office at the Cologne Game House!
7 June 2018	Caro joins us! She is our first employee and heads up the graphics team.
25 February 2019	We've been awarded a grant from the Film and Media Foundation NRW.

Film und Medien Stiftung NRW

2 May 2019	We've signed a publishing deal with THQ Nordic!
20 May 2019	Pan is going to be our producer!
1 June 2019	The team is complete!
1 March 2020	The 'Women's Football' project gets underway.
1 July 2020	We're moving to Ehrenfeld and have air conditioning for the first time.



30 October 2020	WE ARE FOOTBALL reaches alpha status! An important milestone has been achieved.
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1 December 2020	Stefan takes over as Head of QA!
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24 March 2021	The official announcement of WE ARE FOOTBALL has been made!
10 June 2021	WE ARE FOOTBALL is released, with nearly 4,000 players playing simultaneously on the first day.
1 September 2021	The move to the new office next to the Live Music Hall takes place.
27 January 2022	Major update (No. 13): for the first time, we have spectators in the stadium and there are youth camps!
21 April 2022	The final major update (No. 15) for WAF is released. Work on 'National Teams' begins.
1 September and 1 October 2022	Alex and Dylan are joining our programming department!
25 October 2022	The federal funding for WAF2024 is announced.
3 November 2022	For the first time, we have a 3D player wearing a kit in the game.
14 November 2022	'National Teams' is released.
25 November 2022	There are stadiums with running tracks!
1 December 2022	Fabian is joining our QA team and will now also be looking after the database.
7 December 2022	The Austrian regional leagues and South America are now included in the game.

13 December 2022	The final Content Update 16 for WAF is released.
13 December 2022	Christmas party! As is tradition, it will take place at Mongos Restaurant in Cologne-Deutz.
22 December 2022	The first version of this guide is ready!
2 January 2023	Over the festive period, Rolf expanded the game from 2 to 4 players.
6 January 2023	The stadiums now have different patterns on the stands.
9 January 2023	We have a full attack in the game for the first time.
27 January 2023	The colour picker is ready. You can now change the kits in- ly (the first step towards founding your own club) and customise the text colours in the stadium!
2 February 2023	Players are now correctly positioned on the pitch and player names are displayed above the players if desired.
5 February 2023	With 286 concurrent players, we've reached our highest figure in three months – and that's 20 months after launch.
6 February 2023	We now have 5,000 generic photos.
14 February 2023	Paul and Caro are developing the 'From the Home screen to the Office' concept for the future.
15 February 2023	A big day! For the first time, you can view the attacks with the correct colours for jerseys, skin, hair and shoes. Fabian has already finished 100 of them.
21 February 2023	We begin work on setting up the club.
28 February 2023	Today, the generic photos are featured in the game for the first time.
30 April 2023	The number of our attacks has exceeded 1,000.
22 June 2023	Our match presentation takes another leap forward. We're integrating today's cameras 1–3 and are confident enough to incorporate a classic action football match perspective. It's a risky move, as it naturally reveals far more detail and not everything looks great straight away. But nothing ventured, nothing gained, and we've still got a few months to go.
29 June 2023	We've got flares in the game. Even in the club colours!
2 July 2023	On-screen help has been integrated.
16 July 2023	We're starting the bug-fixing phase for WAF2024. Quite a few issues have piled up...
23 July 2023	The number of attack variations has surpassed the 2,000 mark. We now have almost 5,000 variants.
1 August 2023	The new banner adverts featuring fictional companies are being integrated into the game, replacing the previous industry-based display.
12 August 2023	For the first time, we're below 500 open bugs!
15 August	The first virtually complete version of this guide is ready and is being

2023	distributed!
15 August 2023	We get a stern warning from the neighbours regarding staff members' emotional outbursts during the Women's World Cup match between Spain and Sweden.
25 August 2023	We're below 300 bugs for the first time! Even 26 months after release, more than 200 users are still playing our game simultaneously at peak times every day.
14 September 2023	The beta test is starting!
26 September 2023	The testers are doing a great job, resulting in a setback with over 400 outstanding issues and bugs. It takes a huge effort to get back below this threshold by the evening.
30 September 2023	The window for new ideas for WAF2024 is now closed. From now on, the focus is solely on bug fixing. New ideas are being collected for the future.
23 November 2023	We've surpassed 10,000 generic player images. The number of attack variations is approaching 8,000. At the same time, we've dropped below 100 bugs for the first time.
11 December 2023	We've dropped below 50 bugs for the first time. Christmas party at Chok Dee on Neumarkt.
15 December 2023	The first release candidate is ready.
12 January 2024	The first version of the demo is ready and can be tested.
18 January 2024	The first review of WE ARE FOOTBALL 2024 appears in GameStar. We're delighted.
27 January 2024	Release of the WE ARE FOOTBALL 2024 demo.
29 January 2024	Official announcement of the title by HandyGames. Release date is 4 March!
4 March 2024	WE ARE FOOTBALL 2024 is released!
23 January 2025	In its follow-up review, GameStar raises its rating for WE ARE FOOTBALL 2024 to 80 per cent.
4 May 2025	The Film and Media Foundation NRW is funding our project 'Taktikfuchs: Ice Hockey'.
30 June 2025	From today, regular updates on Taktikfuchs: Ice Hockey and WE ARE FOOTBALL 2024 are available on Instagram under 'winningstreakgames'.
22 August 2025	Today we received confirmation that we can continue with WE ARE FOOTBALL!
16 September 2025	Update 5 for WE ARE FOOTBALL 2024 is being released. That's it!
20 November 2025	The WE ARE FOOTBALL contract with THQN has been signed! Now things can really get going.
21 November 2025	Our old beta testing team is being informed.
15 February 2026	Mads is joining our team! He'll be taking charge of fan banners and new perimeter advertising in particular.
15 February	Desi is joining our team too! She's making sure that we get new UI

WE FOOTBALL 2027

2026	graphics for WAF2! It's about time...
24 March 2026	We are officially announcing WE ARE FOOTBALL 2027!
12 April 2026	We're finally on YouTube too.
31 March 2026	The beta testers are receiving the first version! We're expanding our team with two more testers and a database expert.
1 May 2026	Our supporters are now backing us on Steady with 1,000 euros a month.
1 June 2026	Fabian joins our team! His focus is on creating new game scenes and improving existing actions.
13 July 2026	Stefan is back and is supporting us in QA for the final phase.
13 August 2026	We now have 150 supporters on Steady!
13 August 2026	The final release date for WAF27 has been announced. It will be 16 September 2026. Three weeks later than we hoped for, but still well within the planned timeframe for the third quarter.
19 August 2026	Our supporters are now backing us on Steady with 2,000 euros per month.
16 September 2026	WE ARE FOOTBALL 2027 is being released!



5.2. WE ARE FOOTBALL 2027

After Update 5 of WAF2024, a few final minor tweaks were made, and then nothing happened for a long time. But because we were absolutely determined to carry on, we met at Gamescom 2025 with the managing director of THQ Nordic – and a solution for the future of WAF was found. That cleared the way and work could begin...

January 2026

At the start of the year, Nico also began work on the database. His aim was, as a first step, to create small leagues for as many countries around the world as possible. This, of course, has two major advantages. Firstly, they form the basis for further continental competitions beyond Europe; secondly, this improves player generation in the long term. By the end of the month, an initial version was ready for us to test.

A minor user request from Mistbaer, which Dylan implemented at the start of the year, is the option to start your career locally, i.e. to select a preferred lower league (depending on the country, e.g. North or South). This option is, of course, only available if there is more than one league at the lowest tier.

For Rolf, the next major topic after the cup competitions and the U21 leagues was on the agenda right at the start of the year. From now on, for the league systems of individual countries, the simulated league depth should be selectable at the start of the game. So even if, for example, your database contains all leagues up to a very low league, you can now still only play with the top three leagues. This is primarily intended to speed up gameplay. It wasn't a straightforward task, but a sensible solution was eventually found, meaning this long-awaited feature has finally made its way into the game. As the problem had been with the relegation play-offs in the respective bottom-tier leagues, there are now simply fixed relegated teams in the lowest simulated league. This should be a minor inconvenience when weighed against the resulting speed boost in the game.

In addition, you could now, with a single mouse click, simulate matches in all other countries apart from your own, up to a certain league level. By the way, under 'Screenshots' you can see what the screen looks like now.

There were also plans to allow players to choose between several user databases at the start of the game, provided these are stored on the computer (this was later implemented).

Once the database feature was complete, preparations began for an initial Steam version for beta testers. Initially, however, this was unsuccessful...

We had more success with a few great features that users had requested on Steam or Discord. It started with the ability to freely learn new positions, which you can now select specifically. Next came staff training, which allows you to achieve additional level gains for your staff. Finally, we added the option to let the assistant manager conduct discussions with dissatisfied players independently. So a good assistant manager is now even more worthwhile.

At the same time, work also began on the first screen designs. The focus was primarily on screens intended for use in the official announcement of WAF27. Elsewhere, graphics such as icons were created to make the game more user-friendly (e.g. larger talent icons or a marker indicating that a player is currently on the bench).



Screen drafts: "Game Mode Selection"

On 26 January, large sections of the new database were integrated into the game for the first time. This was an important step, as the aim is to make it possible to play in as many countries around the world as possible very soon. The new figures on the screen certainly look really impressive!

Towards the end of the month, things moved at a rapid pace; the detailed feature list now certainly included a whole host of new entries. One particularly fun feature, for example, is the ability to now play friendly matches against the reserve team.

February 2026

First thing on Monday, a few more minor tweaks were incorporated into the design. We also continued working on the Steady page. Initially, the patrons were to be called 'oligarchs', but the beta testers felt that was too negative. We now hope we've finally changed all the relevant text.

Otherwise, everything was now focused on preparing some cool screenshots. To this end, the new round buttons were integrated on Tuesday. During the week, the carrot was removed. There's now a clock as a symbol for a countdown.

A major task was to explain the promises at the start of the season in the guide (a user request on Discord), but at that point we were halfway there.

On the 4th, the next step was taken with the database. Nico now had full access and was working on the original database, whilst Rolf is simultaneously splitting a supplied database into two: Standard (same scope as before, but twice as fast) and World (scope doubled, but just as fast as before). It's then up to you which one you use. You can, of course, continue to reduce all league levels individually as well.

Later in the month, a fifth division in England and five fictional leagues beneath the respective regional leagues in Germany were added.

In the middle of the month, our two new graphics team members joined us. Desi is primarily taking charge of the UI, whilst Mads is focusing entirely on 3D.

Mads kicked things off with loads of new fan banners (roughly half for Germany and half for England) and various new perimeter boards. You're welcome to keep suggesting ideas on Discord, of course.

Desi finalised the achievement icons, created Steady graphics and various icons, built the selection screens for the game mode, and much more.

A particularly important feature was finalised on 20 February: the ability to influence the player character. This had previously been a vexing issue; many players hated the changes brought about by events or ability alterations in WAF. However, this will now provide them with an effective remedy. Players can now customise their character to their own liking, at least with a bit of patience. Not all players manage this at the same speed, so a difficulty level indicator was added at the request of the beta testers. The button text was initially set to 'Start brainwashing', but the beta testers favoured a milder version.

Finally, a key step towards the end of the month was the introduction of international competitions for club teams on other continents. There are now two competitions for each of the six continents. This will certainly involve a fair bit of work, but it takes us a long way forward. However, one restriction will remain: this will not apply to national teams (see the FAQ for more information on this topic).

Finally, the tutorial – which in WAF2024 was still exclusively available in the German version – was prepared for translation during a weekend campaign and translated directly into English. Naturally, some parts will need to be replaced and updated, but we'll do that right at the very end.

March 2026

At the start of the month, the international cup competitions were finalised by the programming team. Work on Creative Mode began.

Rolf then worked on ensuring that first-team players can now automatically fill in for the second team if they are not in the starting line-up or are on the bench. To this end, a feature was implemented whereby they have their own shirt number for each team.

We then moved on to adding further player awards to the player profile section and we also added the fourth division in Austria. This was followed by, amongst other things, a third division in the Netherlands and Switzerland.

At the same time, we were preparing everything for the launch on Steady and Steam. There was a lot to learn – after all, up until then we hadn't had to do anything ourselves on Steam, for example. New challenges kept cropping up, but we finally submitted the game on the 12th.

We then moved on to preparations for Level 2 in Creative Mode. This included options for the frequency of cards and injuries, home advantage and added time. On top of that, there's the option to give each club in the game world extra money – for example, to strengthen a

rival for a more exciting league campaign or to give a lower-division club a boost. By the end of the month, everything had been implemented.

Another great new feature is the option to choose from a list of user databases found at the start of the game. These can now even have their own logos.

In terms of design, the main focus was on the negotiations system. Key points: free text input, no more negotiation points, thinking time, etc.

The game was finally officially announced on 24 March. As our logo contained the text "FUSSBALLMANAGER", things had been delayed slightly.

At this stage, the programming work focused primarily on minor improvements. For example, ensuring that very small or weak nations sign fewer foreign players – or that players can now choose from up to eight different 3D kits before a match (if they were created first). In addition, preparations were made for future translations of the game to make the process easier in the future.

Finally, expanded match reports were added to the list of features, and club anthems can now be integrated into the game and played optionally.

The month then drew to a close with the release of the first playable version for our beta testers!

April 2026

The month began with the next stage of Creative Mode. Giving money to any club, setting injury probabilities separately for user-controlled and AI players, as well as for training and matches, adjusting the effect of home advantage, shortening or extending injury time, and varying the frequency of cards.

Next up was the topic of the second team's stadium. If you choose to build one on the club's grounds, this now has consequences. That was still an open issue from WAF24.

We continued with a host of small details such as new anti-VAR fan banners, various new cityscapes, new logos for the user databases, and additional information in the multiplayer weekly schedule.

We then began with a new category of improvements that make better use of existing game elements. The list of progress here is long. It starts with pitch patterns, pitch damage, rolling ad boards at other clubs and continues with improved perimeter advertising in Austria and Switzerland, as well as derbies, fan chants and fan banners in Scotland. In May, we'll be adding a wider selection of surnames for English-speaking countries.

On 12 April, the moment finally arrived: the Winning Streak Games YouTube channel went live!

The database was then set to 2026. This means that players can now be regenerated, and as soon as we have fixtures, these can be implemented as well.

The focus then shifted to the rule changes in Creative Mode. We have now finalised a provisional list and hope that we will be able to implement all of these changes as planned... In addition, a special stadium for the national team can now be created and selected. Other stadiums can also be approved for international matches. If this feature is not used in a country, the system will continue to be based on stadium size as before. The relevant countries have been entered in the editor (England, Austria (Vienna/Linz), Switzerland, France, Slovakia, etc.).

For the match, the feature has been finalised where, during set-piece situations, the players taking the kick and their skills for the respective action are displayed in the start box before the scene. There was good news regarding the scenes in general. The plan was to have 1,000 new ones ready and included in the version by the end of the month. In the end, we didn't quite manage that in time, but the scenes are coming together and there will even be a few more in the big extension in May. This will also bring other improvements to the game, like more goals being scored by strikers.

In terms of design, we also finalised the inclusion of loan players in the weekly training report, a request from the forum. This was then implemented swiftly.

A very annoying long-standing issue has also been resolved: the team comparison now finally has a proper default setting. In addition, the exact interest payment for investments is now displayed in advance, depending on their frequency. Character generation now takes into account the team psychologist and how many players you want to change at the same time. We've also sorted out sensible kick-off times for cup matches. Hard to believe, but previously the time used was always the one that was current when the competition was created. So if kick-off was at 1:30, people here at WSG were still working very late...

Next, we focused on integrating old databases into the game, which was a bit more work. A tactics section has been added as an extra tab in the match menu.

On the design side, we tackled the topic of negotiations. We also looked at potential improvements for player re-evaluation. Rolf got straight into the programming for this as well; it's a major overhaul that will definitely take some time. At least it's a nice feature for screenshots – there's plenty to look forward to. We're a bit sorry that many of the things we're currently working are visually not that interesting. But that will change.

It was also decided that we will be releasing a graphics pack containing our fan banners, so that these can be adapted to new club names (e.g. the banners for small local towns). On the graphics front, we have started designing new logos for the main clubs; these look much cooler than the generic ones. We are also reducing the contract duration requirements for talented young players, meaning these may need to be negotiated upwards again initially. Another small step towards a slightly more challenging game... Finally, we looked at the head injuries in training; there were still too many of these in WAF24, as certain incidents occurred too frequently.



May 2026

To kick things off on Labour Day, we've started by sorting out the European Championship and World Cup entries. Is there any data missing for Italy, for example? Er, no. The display in the country information section now works correctly and has also been enlarged.

In addition, the WAF24 guide has been updated and is now available in its final version 2.21. This has also been published and includes, amongst other things, new chapters for translators and on the topic of "promises at the start of the season".

As our main topic we turned our attention at the start of the month to the finer details of the negotiations. Initially, the focus was exclusively on the players.

As the previous system is being removed, there are naturally opportunities to incorporate a few extra bonuses and similar features.

Behind the scenes, preparations continued in early May for the integration of match scenes that had already been completed, bringing the total number of variations to over 1,000. We also worked on a list of additional adjustable parameters to ensure they fit the tactics even better. These will then need to be set retrospectively for all match scenes. Incidentally, there were a few more striker goals after the update. But we're keeping an eye on this issue; after all, the final fine-tuning won't begin until absolutely all planned scenes are finished and integrated.

Furthermore, the new Tactics tab has been completed (see also the screenshots). In terms of design, we prepared something for a possible version next year: the feature "Watch matches when you're not playing yourself" has been finalised and is now essentially ready for future implementation. You'll then be able to set, for example, that you definitely want to watch the cup final and the World Cup final live.

During the negotiations, we then agreed on the criteria players use to assess clubs when considering a move. Naturally, this varies with age. We also agreed that, from now on, clubs must contact the current owner of the player in advance if they wish to speak to a player. Only once an agreement has been reached with the player will the actual transfer fee negotiations take place. Well, not all clubs tend to do this. The first transfer under our new system took place on 11 May.

The new live ticker was completed in the game interface in the middle of the month. The design for cancelling a fixed transfer fee has been created; you can then buy it back from a player.

When setting up the new negotiations, the focus was on the "Evaluation of offers" section. These are now analysed across five categories: league, club, finances, contract length and true love. In addition, there is a brief comment from the player regarding each offer. So, for example, when extending a contract, you can see at a glance that the attraction of the Spanish league actually favours Sevilla (the weather is better too, says the player), but the move to Saudi Arabia is simply unbeatable financially. And as a club, you might score points yourself by pointing out that the player came through your own youth system and owes a lot

to the club. That leads to two hearts under “True love”. You can probably already guess what’s going to happen. You should have extended his contract sooner. The agent looks on with pity.

In the middle of the month the new scenes mentioned earlier were also integrated. Furthermore, planning for the tactical changes is now in place.

A new tab has been added under ‘Team’. It summarises the players’ characters, their current influence, their hobbies and the ‘Personal observations’. There is also now a sponsor pyramid.

On the 19th, we finally designed a feature that many of you had been asking for: an overview of players’ expectations regarding their playing time. Sometimes you put things like this off for ages because you’re not sure how to do it – and then it’s like opening a bottle of ketchup: within a few hours, everything becomes crystal clear. That’s exactly how it was that day.

More demanding players now have higher expectations, younger players are more modest, and so on. There have also been some developments in identifying regular players (things are really picking up, especially at the start of the season). And finally, there are now players whose expectations have been exceeded and who are therefore particularly happy. All of this is summarised in a comprehensive overview, so you can see at a glance what’s going on. That’s the plan! We’ll let you know as soon as it’s implemented!

Work has also continued on Creative Mode since the 20th, and negotiations are being worked on daily anyway.

Fabian is still hard at work on the gameplay. The new version offers:

- In addition to standard tackles, more tactical fouls (pulling or pushing)
- More free kicks (direct and indirect, as there are now many one-on-one situations)
- Revised long-range shots, so that they bounce back into play more often (off the post and from the goalkeeper). Sometimes to a teammate, sometimes to an opponent, who then scores from the rebound. This adds a whole lot more realism!
- Focus on tiki-taka sequences (after all, we want to see beautiful football)

On the 27th, we finally saw the first penalty in Creative Mode following three corners. You can now also choose to disable 50+1 in Germany at will or leave it enabled permanently. This marked the completion of the fourth of five steps in Creative Mode.

The final major feature of the month was the addition of the “Fans” tab to the club profile. It’s certainly turned out to be a very nice screen.

Finally, initial minor work was carried out on the new guide. Here, the appendices were first removed and integrated into the main body of the text.



June 2026

We kicked off the month by continuing with the negotiations. A volunteer has been recruited for the special feature “Future Real-Life Events”, who is going to make it really cool. No pressure. We also finalised the “Fans” feature as an additional screen of the club profile. Midway through the first week, there was a major scene update.

In the second week, the new playing time screen was implemented. This now allows you to see at a glance how satisfied players are with it. This makes it easier to plan playing time to keep as many players as possible happy. There is also a table showing which players currently have ‘regular’ status.

In the new negotiations, players’ deadline day is now taken into account.

Work then continued on implementing the second Steady goal. An additional statistics package in the stats section and at the end of the season now shows:

- The current World XI
- The best players in each position
- The best players currently available on a free transfer
- The top U20 talents by position
- The best players currently possessing a specific ++ skill

A series of additional player icons has been completed for a potential future feature, e.g. for “Journeyman” or “mentality monsters”. The sponsor pyramid has also been finalised.

Mid-month, we introduced an affordable friends’ subscription on Steady. Almost at the same time, Creative Mode V5 was launched! Step 1 involved the additional parameters. Here is the list:

- Proportion of penalties in attacks
- Proportion of free kicks in attacks
- Proportion of corners in attacks
- Effects of missing character type
- Own fitness (-10 to 10 per season)
- Opponent’s fitness (-10 to 10 per season)
- Effects of team spirit
- New youth players
- Scouting speed
- Talents from youth camps
- Taxes
- Effect of age on transfer fees
- Performance-based attendance figures
- Fan growth
- Membership growth
- Effect of motivational speeches



In addition, the new youth player negotiations have been implemented, which are used when they are brought into the first-team squads.

The in-game scenes are continuing to develop really well. By the middle of the month, we had reached 1,400 new scenes with over 3,000 variations; in addition, the existing scenes are currently being optimised (see feature on Steady).

On the 16th, the game design for WAF27 was finalised. Everything has been fully documented and is ready for implementation, even the 'No budgets' feature – our third goal on Steady. The small features for the game and editor alone have now reached a total of 100 A4 pages...

On 17 June, programming for the real-life events began. These are additional newspaper reports linked to specific dates. Hopefully, this will be interesting and, at times, a bit of a laugh. In any case, you'll find out, amongst other things, what astronomical highlights await you during your lifetime. The longer you play, the wilder it gets.

A list with negotiation updates has been incorporated into the weekly schedule.

Work then began on our Steady Goal 1: the assessment of the pre-season. We started by evaluating your own club's results. We then moved on to the league overview. This assesses each club in the following categories:

- Squad
- Fitness
- Freshness
- Form
- Overall
- Winner
- Loser

The winner is the player with the greatest improvement in points, whilst the loser is the player currently in the worst form.

Next on the list was fixing the exploit that allowed players to drive up the transfer fee when offering players for sale.

On the graphics front, the focus was now on making our club crests in Germany's 1st Division look better, so that we can use them in the new screenshots soon.

Finally, we've received an exciting application; we might soon be joining forces with someone to help with the editor programming. Keep your fingers crossed – more next month!

On the 27th, the second part ("Actions") of Creative Mode V5 was completed. New features include:



- Set manager level
- Learn a foreign language
- Set points deductions for the current season
- Set points deductions for next season

Now we need to add a general option so that points deductions can be set for both Realistic and Creative Mode directly within the editor (Note: This has now been implemented.).

There have also been improvements to the league calendar in the editor; when editing leagues, you can now see both international and domestic cup matches.

Work has also continued on the guide, with several new chapters added (Starting the game, Creative mode). Things are starting to get serious here, as the main focus will ultimately be on the English translation rather than the German version. As soon as we have the cover image, we'll put an initial version online.

By the end of the month, we'll be in the final stretch for the major topics of negotiations and Creative Mode. We're also in the final stretch when it comes to the crests for the 1st Division in Germany. We hope you enjoy them; we've certainly put a lot of thought into them. There'll also be a poster featuring them shortly.

Finally, there's some good news regarding the French version. We're on track!

July 2026

At the start of the month, work continued on the generic crests. Progress was also made in negotiations. If you're a good negotiator in terms of managerial skills, you can now receive several offers in a single day.

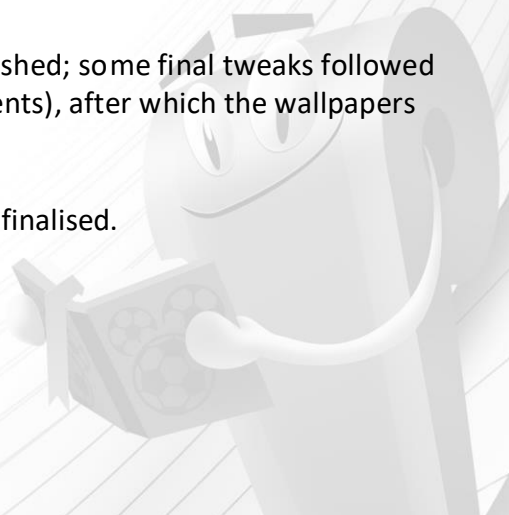
In Creative Mode, we started by implementing bonus points for big wins, amongst other things. Clubs can now also have points deducted in the Editor for their first season.

Then a long-missed programmer turned up out of the blue and got stuck in! The aim: to reduce the number of training sessions for the amateur and semi-professional leagues.

On Friday, there was more good news. In August, we're looking forward to welcoming an intern to WAF28 who will be helping us with the editor and statistics. A first small step towards growth! At least as far as the initial editor tasks are concerned, there's no reason why we shouldn't include them in WAF27 as well. This means we'll soon have two Schalke fans on the team.

By the end of the week, the German crests were finally finished; some final tweaks followed (toning down the 'Gelsenkirchen' text in light of recent events), after which the wallpapers were published on Discord.

The title screen and the front cover of the guide were also finalised.



On the visual front, Creative Mode was next on the agenda; we wanted to spruce up the numerous buttons a little, and tooltips with brief explanations were also a must (there was still some visual work to be done on this at the end of July).

As for the negotiations, we carried out an analysis of the entire process, after which we began optimising it.

We also created a design for descriptive city texts and entered some examples directly into the text database.

In the second week, progress was made primarily on the interface for the negotiations. As you can imagine, there's now a lot more going on there during the week than before.

Creative Mode was completed and went into testing. Another major scene update was planned for the following week, this time again with a focus on new actions.

On the 7th, programming began on our third-to-last feature: honorary titles (formerly known as player titles, but those already existed). After that, the Player care manager was on the agenda (a new staff member, a relatively minor task), and then it was time for the first preparations of our improved tactics section as our big final stretch goal.

But first we programmed the system for notifying users about 'failed' negotiations. We have a huge number of newspaper reports, so we've tried to improve this aspect for now mainly in the interface.

We've also implemented a better solution for determining the salary demands of players signed for the reserve team of a top club.

For the transfer market, a complete table of neighbouring countries for all nations was created. This allows us to facilitate more realistic transfers, particularly for weaker players.

By the middle of the month, around 70% of the French translation had been completed. The table of neighbouring countries turned out to be relatively labour-intensive, but in return, the 'honorary titles' feature was finalised on the 13th and could then be tested. Negotiations once again focused on youth players and the reactions of agents.

On the 14th (Tuesday), work then began on the final area: tactics. The first step was to redesign the screens. Why so late? First, the scenes had to be populated with the relevant data; otherwise, we wouldn't have been able to test them properly at all.

By the middle of the month, the amateur/semi-professional training system was complete and ready for testing. Work was also carried out on player development. In this area, the ratings and downgrades have recently become much more influential. Adjustments were made here so that, for example, talent once again plays a greater role.

An additional screen for match preparation has been added for the new tactical settings, and adjustments have also been made to various other screens. Also feature has been added to the editor allowing you to set the colours of the shirt numbers there as well.

Finally, on the 16th, the French version was completed. It was then possible to check for errors in that version too. No further translations are planned for the time being.

Finally, this week the speed of the presentation of player levels rising and falling was slowed down once again to add more excitement. We've also continued working on the international prestige system to ensure that Oceania doesn't suddenly dominate world football through local title wins. But don't worry – there's still plenty of scope there too.

We carried on with bug fixes and, above all, with the implementation of the new tactics. The screens for this were finalised and integrated into the game. This also made the motivation screen much clearer. Naturally, the new features are also available for adjusting settings during matches.

From the 21st onwards, work began on the new "Player care manager" role. In the design department, improvements to the training camps were prepared for a possible WAF28. There will then be discounts depending on the staff member in charge; players can also earn discounts and other bonuses by making regular trips to the same location. The fans are going on holiday and the club is offering a great programme of activities.

By the middle of the week, all the planned tactical enhancements were fully implemented in the game. These include, for example, positional discipline, running behind on the left/right, chip shots and much more.

On the 24th, following the implementation of the final UI improvements to the training weeks and season planning, the next version of the match scenes was checked in and ready for testing.

Towards the end of the month, we tackled the awards ceremony and fixed the bug affecting the display of players. Otherwise, the focus was on negotiations and, more generally, on fixing further important bugs. An update to the city descriptions was also on the agenda. In addition to further European cities, we've also added the first African ones.

From 28 July onwards, the focus of development shifted entirely to bug fixing. In the museum, the WAF27 was neutralised; newspaper reports were corrected; the cross-table now also takes penalty shoot-outs into account; clubs are now displayed correctly in the 'Club Info' section during transfers; friendly matches now count as international matches, and so on. We are currently managing an average of around 15 fixes per day.

Changes have also been made to the text regarding form and satisfaction in the player profile, so that these better match the stats. In addition, players with a yellow card are now highlighted in the line-up more clearly.

The selection of interested clubs in the Manager Career / Spectator Mode section has been improved to make the career more interesting and challenging. Furthermore, players now automatically lose a negative finishing skill as soon as they have scored enough goals.

In the meantime, Fabian has created a special scene data version that allows us to test the new tactical features more effectively. He is now hard at work adding the descriptions. For

example, he has now finished work on almost all set-pieces. Among other things, this involves setting the type of defensive cover. With many attacking players involved in set-pieces, this should also lead to more counter-attacks.

The language selection has been narrowed down to the three final languages: German, English and French.

The aim for next week will now be to complete as many of the remaining tasks – both minor and major – as possible, and then draw up the final plan for the release. This includes, for example, selecting the music, compiling the credits, adding our supporters to the game database, and taking the next steps on Steam.

August 2026

The new month got off to a flying start. First of all, there were a number of major game updates, particularly regarding music and new city descriptions, this time focusing on France and England. There were also updates for Denmark, Italy and Poland, amongst others, but that was about it.

Otherwise, this week was almost entirely devoted to bugs. These included text issues, adjustments to the assessment of playing philosophy in the lower leagues, and transfer market problems. We managed to reduce the bug number by around 15 per day, but of course new ones were still being found.

By Tuesday, the new credits were ready for everyone except our Steady supporters. As for set-piece scenes, the standard set-pieces had been finalised; work was still ongoing on specific counter-attacks when you push lots of players forward during set-pieces. In QA, our 'Most Important Current Fixes' channel was slowly gaining momentum.

The music was now all sorted. Licensing, downloading, renaming and conversion had been completed. There are now 98 tracks – that's five more than after the last WAF24 update (a few old favourites were kept for nostalgic reasons).

For the patrons, the battle for the top spots in the database was now underway. Right from the start, Ronny couldn't contain himself; he skipped sending a private message and posted directly in the supporters' channel. With that, the presidency in Chemnitz was his for the taking. The post of Frankfurt manager was also filled in under a minute (through the usual channels), followed by the president of Bremen and a top referee who intends to crack down hard. The pensioner at the Annual General Meeting is now also named.

The 'mole' feature and the board's tasks have been made optional, and you can now disable them. We've also implemented a change so that auto-saves are no longer synchronised.

On the graphics front, we continued working on Creative Mode. In addition, a welcome screen has been created.

Furthermore, at the end of the first week of August, the next major scene update was completed, centring on the topic of standards, with a particular focus on tactical settings. Fabian (one of the true heroes of this project) had once again given it his all. Although he

couldn't bear to look at any more scene descriptions afterwards, he was looking forward to getting on with new counter-scenes soon...

At last, we began with preparations to make it possible for our supporters to receive a pre-version.

After a long search with AI assistance, we found a better new solution for our graphics compression. This eliminated annoying artefacts – for example, on the buttons – and gave us more memory space for the future.

We carried on with the screenshots and the guide. In the end, the four Creative Mode screens were now completely in the game and ready to be tested.

A new rocket button had also been added to the match, which clearly visualises the possibility of maximum acceleration.

Dylan then resolved the issue with the background graphics in the weekly schedule. By default, your own stadium is now displayed there – a really nice touch. Otherwise, more bugs were fixed. For example, the second team's default formation is now retained during simulation. You can now click through the tips at the start of the week; entering shirt numbers can now be done by holding down the mouse button; work has been done on Light Mode; and corners are now displayed at the top of the screen during the match (important for '3 corners, 1 penalty'), a crash relating to the national team manager's contract was fixed, etc.

At the end of the second week the release date of WAF27 was finally set as 16 September 2026 and also listed on Steam.

By the middle of the month, a new version of the guide for supporters was available. All reported bugs had been fixed.

In terms of programming, the transfer market remained the main focus. Among other things, the three new bonuses were introduced. In addition, the new 'Affinity' criterion was added to the player's assessment of an offer. Finally, work began on the buy-back of the release clause. A nice little finishing touch for the transfer market, in our opinion. Not too complex, but useful.

On the 20th, the missing achievement texts were added to Steam. In total, there were 600 of them across 3 languages. The next day, it was the turn of the graphics. 100 achievements, meaning selecting the file 200 times (completed, not completed) and saving it. Having prepared the guide beforehand, the credits were a breeze to add. After a good half an hour, everything was done.

The option to buy out the release clause was now also in the game. Work was carried out on the settings for the assistant manager and the AI regarding the new tactics. The aim: the stronger your own team or the opposition, the more varied the new attacks become. This was now working.

We've also worked out why it isn't currently snowing in the game in England and Germany, for example, and have gone ahead and fixed that. In theory, you can do this yourselves in

the editor for WAF24 – simply set the temperatures so that they can reach 3 degrees or less...

We've started translating the English version of the guide. With 300 pages to go through, that didn't exactly fill us with joy...

The 21st was then the day of the next scene update. 500 new scenes, with a focus on counter-attacks!

We then worked on the flow of player negotiations; here, we'd explicitly integrated a screen with the player's commitment to make the step clearer. Another issue was the termination of negotiations when negotiating with several candidates for the same position and an agreement had been reached with one of the players.

In the meantime we made good progress with our latest scene update. It looks as though we'll hit the magic 10,000-scene mark (plus thousands of variations). That's a 50 per cent increase compared to WAF24, and thanks to your Steady support, it's almost double what was originally planned.

In the HR department, we've also added some handy features for general pay rises and contract extensions.

On the 25th, we had a visit from WDR (the local tv station), and the following day we appeared on *Aktuelle Stunde*. Apart from that, we fixed some more bugs and made the final preparations for the external beta. The aim was for at least one new tester to receive the version every day from the 26th onwards.

The following Saturday was Gamescom day. We made our way through the crowds unrecognised. If only they knew. There was certainly plenty to discover, but there weren't particularly many managers about. That was both a good and a bad thing. Otherwise: great booths and plenty to try out. Later that evening, the text for the English guide was finalised.

On Sunday, it was official. The supporters beta started and Stuttgart can now become champions by marching all the way from last place to first.

On the last day of August, the English guide was finally finished and published on Discord as Release Candidate 1. The German guide was also updated and made available to everyone there as Release Candidate 2.

Unfortunately, at the end of the month, the assistant manager of the second team interfered with the line-up again, even though he wasn't supposed to. We have a save game that allows us to reproduce the issue. Is the end of an extremely persistent problem finally in sight?



5.3. Beta test WE ARE FOOTBALL 2027

Once again, we would like to extend our heartfelt thanks to our beta test group.

Our small development team was pushed to its absolute limits by the countless ideas, tuning suggestions, bug reports and so on from this group. We've practically got enough material to last us for years to come. Time and again, we also received brilliant ideas that went far beyond the game itself. It was an honour for us.

Florian Kattner
Harald Zillekens
Henning Assfalg
Jona Fuchs
Matthias Mayerhöffer
Michael Renner
Mike Hoffmann
Stefan Sewenig
Sven Otto
Sven Pirmann

Any bugs that may still be in the game are, of course, entirely our fault.

5.4. What's next after WAF27?

You can find all the information on this at www.steady.de/we-are-football .

We'd be delighted to have your support during development! It would also be great if, following the official announcement, you could go ahead and add WAF28 to your Steam wishlist.

There's also a very active community on Discord, to which we warmly invite you:

<https://discord.gg/SseNsjar4>

You'll also find occasional short videos with updates on our Instagram account, 'winningstreakgames'.



6. Part 6 – FAQ

Why can't you go back once you've viewed the team line-ups?

This has to do with the timing of the match day. You've already told the team who's playing and discussed the tactics. That's a separate session for match preparation. At this stage, you don't yet know the opposition's line-up either.

Once the team line-up comparison is complete, you head into the changing room. Now you can see the opposition's line-up, but you can only give final instructions.

Why doesn't training have its own menu item?

We assume that training is important every week. To make sure you don't forget, we've built it firmly into the weekly schedule. It's always the last decision to be made before the match kicks off. Otherwise, we'd still have to display a message reminding the player if they hadn't done anything yet.

Furthermore, the game's philosophy is that you can play it almost entirely without using the main menu – simply via the assistants. The most important exception is, of course, the transfer market – specifically, new signings.

'N' and 'T' no longer work in the game. Why is that?

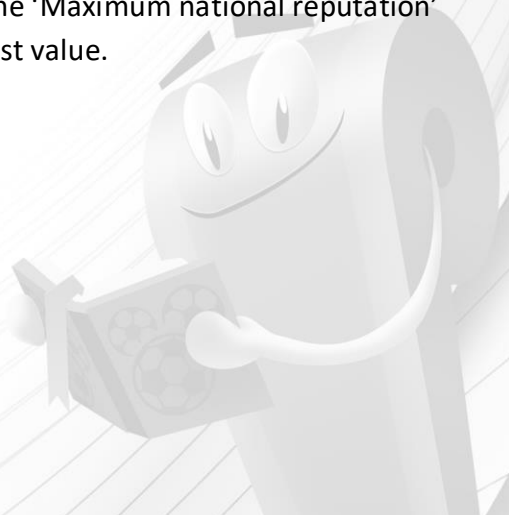
It's a long story. It started when we assigned the 'T' and 'N' keys to two buttons on the Steam Deck and wanted to use them in the main menu as well as in 3D Match mode (for quick access to tactics and line-ups). Unfortunately, there they clashed with the 'T' and 'N' keys used for navigating within lists. This drew some criticism. So we had to find a new solution – and 'T' and 'N' became F3 and F4.

I'm taking out a loan. So why don't I have more money available?

The loan simply reduces your interest burden, as otherwise you'd have to pay the overdraft interest charged on a standard current account. The amount of money you can spend is determined by your budget and cannot be changed in this way. You'll need to speak to your executive committee about this.

I'd like to switch to a smaller club, but I'm not getting any offers. What can I do?

You must first enable this option under 'Personal'. This also applies if you are currently unemployed. In addition, in this case you should also check your requirements on the main screen to see if they allow for such a move. This includes the 'Maximum national reputation' at the bottom right, which you should then set to the lowest value.



I've founded a club and would like to speed up my fan growth or make up for my losses. What can I do?

Players with high social media follower counts play an important role here, as they bring temporary fans with them. If you sign such players or train them yourself, it can be worthwhile and will also lead to corresponding shirt sales.

Bear in mind, however, that selling players has the opposite effect. This can be problematic with players you've trained yourself, as they'll also take these fans with them to their future clubs. You'll need to make up for this as quickly as possible.

Synchronising match results takes a very long time – what can I do?

You can enable or disable the synchronisation of game saves on Steam in the game's properties.

Once it's disabled, these will no longer be uploaded to the Steam Cloud.

If you re-enable the feature later, you should delete any unnecessary save files and autosaves beforehand.

From WAF27 onwards, autosaves are no longer synchronised; a corresponding note can be found on the save screen.

After exiting WE ARE FOOTBALL 2027, the screen is noticeably darker. If I switch HDR off and on again, the desired brightness level returns. Why is this happening?

This is an OpenGL bug. The game itself does not alter these settings.

This bug can be fixed, for example, as follows (the procedure may vary for other graphics cards):

- Launch the NVIDIA Control Panel
- Select 'Manage 3D Settings' on the right
- Scroll down the list of options
- Select 'Vulkan/OpenGL rendering method'
- Select 'Prefer layered on DXGI swapchain'

Once this has been confirmed, everything should work.

My cursor disappears in full-screen mode. What can I do?

This is probably because you're using mouse pointer trails. If you disable them, it should work.



7. Appendix A: Commentary (Experimental Feature)

It is now possible to record your own commentary for the game.

There is a template in German for this in the game's main directory. To do this, the file 'commentator.zip' must be copied directly into the 'We Are Football' directory alongside the other data and then extracted.

The commentary must then be located in We are Football\datafiles\audio\commentator. The directory structure must be preserved.

Attached to this guide, you'll find an overview of all the possible texts and how to integrate them into the game. Only one version is supported, so the commentary won't change if you switch the language in the game.



I've recorded a commentary as a test (only in German, but the language doesn't matter as you'll only be using it as an example anyway and will record your own).

It's important that the individual recordings aren't too long, as they'll otherwise be automatically muted if they overlap.

When it comes to recording the voice-overs, I'd recommend that you have a look at all the texts first and, if necessary, decide how much energy you want to put into each one. It's also best to write down your new versions straight away. Then it's best to simply read them through in one go. If you realise something wasn't quite right, just record it again straight away – that way you'll be least likely to get confused.

You could use Audacity for your recordings, for example. The recording itself is quick (half an hour), but splitting it into individual files does take a few hours.

You can also add extra texts to a category (just carry on with the numbering). These will then be selected with the same probability as the existing ones.

If you just add things, we'll be commenting on the game together, so to speak! 😊





For an initial test, I'd recommend that you simply expand an existing category. If, for example, you record five additional pass samples, you can use these to check that everything's working and that the volume's right, for instance.

The default files are:

PASS_1.ogg

PASS_2.ogg

PASS_3.ogg

PASS_4.ogg

You then add, for example, PASS_5.ogg–PASS_9.ogg and restart the game.

If the English filename consists of several words, these must also be separated by '_'. Examples would be:

CLEARANCE_CORNER_1.ogg

CLEARANCE_CORNER_BAD_1.ogg

For goals, please note that whilst you can add additional variations, these must always be appropriate. You should therefore only add 'neutral' celebrations that won't sound out of place even for insignificant goals.



This feature is actually too complex to just throw in on a whim, but we still wanted to give you the chance to try your hand at being a commentator. Unfortunately, however, we cannot guarantee that all the recorded comments listed in the attachment will actually be used. There are also bound to be the odd glitch or two regarding when they are played. Please just see this as an experiment – in any case, have fun with it!

The table below lists the file names that are important for recognising your text. In addition to the English text in the first column, you must append _1, _2, _3, etc. Furthermore, all words/numbers listed under 'ID' must be separated by an underscore (_).

All files must be saved as .ogg files.

Example:

PASS_CHANGE_OF_ATTACKING_AREA_1

PASS	Pass, Passes, Plays, Pass (variant)
PASS SHORT	Short pass, Short pass, Played short
PASS LONG	Long ball, played long, long pass
	Long pass...
	Kicks the ball a long way...
	Opens up the play...
PASS CHANGE OF ATTACKING AREA	Shift in play...
	Shifts the play...
	Well shifted, good shift

PASS BEAUTIFUL	Lovely pass, Well played, Fine pass, Good pass, Very good pass, Lovely pass (variation)
PASS FORWARD	Through ball, Pass into the gap, Play a through ball, Play the ball through...
	Play it through, vertical pass, lovely vertical pass, played through
PASS FORWARD RUN	Pass into the run
	Right into the run
	Played into the run
	Played into the run
	Played precisely into the run
PASS OPEN	Keeps an eye on the game and passes...
	Speeds up the play...
	Spots the gap straight away...
PASS RIGHT	Pass to the right, play to the right
	Plays a pass to the right...
PASS RIGHT WING	Pass to the right wing, play to the right
	Play to the right wing...
	Play the ball wide to the right...
PASS RIGHT WING WIDE	Long ball to the right wing, far to the right, Kick the ball wide to the right
PASS RIGHT CORNER	Play the ball towards the right corner flag...
	Pass towards the right corner flag...
PASS RIGHT OF PENALTY BOX	Play the ball to the right of the penalty area...
	Pass to the right of the penalty area...
PASS LEFT	Pass to the left, play to the left
	Play a pass to the left...
PASS LEFT WING	Pass to the left wing, play to the left
	Play to the left wing...
	Play the ball wide to the left...
PASS LEFT WING WIDE	Long ball to the left wing, far to the left, plays the ball far to the left
PASS LEFT CORNER	Pass the ball towards the left corner flag...
	Pass towards the left corner flag...
PASS LEFT OF PENALTY BOX	Play the ball to the left of the penalty area...
	Pass to the left of the penalty area...
PASS CENTRE	Pass into the middle, pass into the centre
	Play into the centre...
PASS BACK	Back pass, Play it back, Lay it back, Must play it back
PASS BACK LONG	Can't find a gap and plays it back
PASS BACK ASSIST	Lays it back...
	Lays it on...
	Passed back...
	Plays forward...
PASS ONE TWO END	One-two, Get the ball back, One-two (variation), One-two (variation), Nice one-two, Strong one-two, Good one-two

PASS ONE TWO MIDDLE	Pass straight back...
PASS SIDE	Cross-field pass, plays across, played across, lays it across
PASS FORWARDED	Passed on...
	Passes on...
	Plays directly...
	Don't waste any time...
PASS EXTENDED	Extended...
PASS FORWARDED HEADER	Headed on...
	Forwarded by header...
	Headed on...
PASS HEADER ASSIST	Header assist..., Header assist (variation), Set up with a header, Sets up
PASS HEADER EXTENDED	Extended with a header...
	Header extension...
PASS HIGH CROSS	Cross, crosses, can cross, could cross, here comes the cross
PASS HIGH CROSS BEAUTIFUL	Lovely cross, powerful cross, good cross, brilliant cross
PASS HIGH CROSS BAD	Poor cross, inaccurate cross
PASS LOW CROSS	Cross...
	Play it inside...
	Sharp cross...
	Plays a sharp pass into the box...
PASS COUNTER-ATTACK	Initiates a counter-attack...
	Launch a counter-attack...
	Spots the chance for a counter-attack...
PASS FRONT OF BOX	Played into the deep, Plays into the deep
PASS SIDE TO FRONT OF BOX	Plays the ball in front of the penalty area...
	Plays the ball in front of the penalty area...
	Pass in front of the penalty area...
PASS TO FRONT OF GOAL	Pass in front of the goal..., Play the ball in front of the goal..., Play a dangerous ball in front of the goal..., Pass a dangerous ball in front of the goal...
PASS BACKHEEL	With the back of the heel, backheel, backheel trick, played on with the back of the heel, play on with the back of the heel...
PASS WING CHANGE	Wing change..., Change wings..., Change sides...
PASS KICK OFF	Kick-off, Takes the kick-off, Here we go
PASS KICK OFF GOAL	Kick-off, Kicks off, Play continues
PASS MISDIRECTED	Bad pass, loss of possession, there goes the ball, they've lost the ball
General	
TRICK NICE	A fine bit of skill, brilliantly done, A real treat for the crowd, Now he's working his magic, There he goes, working his magic
WELL DONE	Well done, nicely done, well played
DANGEROUS	Things could get dangerous now, It's getting dangerous now

NOT DANGEROUS	But no danger, There's no danger, That remains harmless
FAST PLAY	Things are moving fast now, We need to get a move on now, Here we go
SLOW PLAY	Slow build-up, they're taking their time, played very calmly
PRAISE FOR COMBINATION	Very nicely played, Brilliantly played, That looks good, Well combined
STILL DANGEROUS	The ball's still hot, The danger isn't over yet
IDEA	Nice idea...
UNPRECISE	Played imprecisely; too imprecise
TECHNICALLY STRONG	Technically strong, engineered for technical strength, technically sophisticated
TECHNICALLY WEAK	Technically weak, technical error
MUST BE A GOAL	That should have been a goal, That has to be a goal, What a massive chance
Shots	
SHOT	Shot, Shoots, Takes a shot, Fires, Shot (variant), Should shoot, What a chance!, Could shoot
SHOT BAD	Weak shot, Bad shot, A bad shot, That was rubbish, Weakly struck, My granny could do better than that, Weakly struck (variant), Not a good shot
SHOT HARD	Fires off a powerful shot, Doesn't waste any time..., Just keeps at it
SHOT AIMED	Aims precisely
SHOT DISTANCE	Long-range shot..., Long-distance shot..., He can let rip there...
SHOT LONG TEXT	Plucks up the courage from a distance...
	Just takes a shot...
	A shot from deep...
	Taking aim from distance...
SHOT FROM 10, 15, 20, 25, 30	Shot from {value1:INT} metres...
	Fires from {value1:INT} metres...
	Fires from {value1:INT} metres...
SCISSOR KICK	Bicycle kick, bicycle kick!
SIDEWAYS SCISSOR KICK	Side bicycle kick
SCORPION KICK	Scorpion kick!
VOLLEY	Volley!, Straight out of the air, Takes it on the volley; volley shot, Takes the ball on the volley, volley finish, first-time finish
HALF-VOLLEY	Drop kick!, Lets the ball bounce once
LOB	Lob, Lobs the ball
SECOND ATTEMPT	Follow-up shot...
	Gets a clear shot for the follow-up...
	Follows up successfully...
Headers	

HEADER	Header, heads the ball, header chance
	Header (variation)
	Header chance (faster)
	Heads (variation)
	Heads (variation)
	Could head the ball!
HEADER BAD	Weak header
	Poor header
	Not a good header
	Problems with heading
HEADER FROM 6, 8, 10, 12	Header from 6, 8, 10, 12 metres...
	Heading from 6, 8, 10, 12 metres...
HEADER FLYING	Flying header
HEADER TRY	Header attempt...
	Attempts a header...
	Takes a surprise header...
HEADER WITH APPROACH	Runs in and attempts a header...
	Runs in and heads...
Running	
RUNS	Runs, runs with the ball
	Dribbles the ball...
RUNS LONG	Carries the ball at his feet...
	Drives the ball forward...
	Uses the space in front of {FF#him her}...
	Drives into the gap in front of {FF#him her}...
RUNS SPACE BLOCKED	Can't see a way through at first...
	There's no way through...
	Has two {FF#opponents opponents} in front of them...
	Is being pinned between them...
SPRINT	Is sprinting...
	Breaks into a sprint...
	Takes off...
	Picks up speed...
SPRINT EXTREME	Switch on the turbo...
	Is faster than {FF#his her} shadow...
	Is unbelievably fast...
	Takes off like a rocket...
SPRINT TRY	Attempts to sprint...
	Tries to break into a sprint...
	Trying to get going...
	Trying to switch on the turbo...
SPRINT WITH BALL	Sprint with the ball...
	Starts a sprint with the ball...

	Runs at high speed...
	Drives the ball forward decisively...
	Has space
	Can walk
Duels	
DUEL	Tackle...
DUEL WIN	Wins the duel...
	Remains the winner of the duel...
	Comes out on top...
	Remains the winner...
	Maintains the upper hand...
	Is unstoppable...
DUEL LOST	Loses the duel...
	Can't get the better of their opponent.
	Gets stuck.
	But is stopped.
	Loses the ball.
DUEL HEADER	Heading duel...
DUEL SPRINT	Sprint duel, an important sprint duel
Dribbling	
DRIBBLING	Dribbling...
	Dribbling...
	Starts dribbling...
	With a feint...
DRIBBLING ONE ON ONE	Fakes left, then right...
	Fakes right, then left...
DRIBBLING TRY	Attempts to dribble...
	Attempts to start dribbling...
	Dribbling attempt...
DRIBBLING STEPOVER	Step-over
DRIBBLING STEPOVER LONG	With a step-over...
	Dare to attempt a step-over...
DRIBBLING BAD	Attempts a clumsy feint...
One-on-one Goalkeeper	
ONE ON ONE WITH GOALKEEPER	Alone in front of the goalkeeper
	Is clear in front of the goalkeeper
	Has only the goalkeeper to beat...
	The goalkeeper comes out...
	Runs towards the goalkeeper...

Defending	
BALL WIN	Steps in...
	Wins the ball!
	Wins the ball...
	Fights for the ball...
	Grab the ball...
BLOCK	Block it.
	Block the shot.
	Manages to get a leg in the way.
	Puts his body in the way of the shot.
	Steps in with a long leg.
	Stands right in the path of the shot.
	Puts his foot out
	Strong block
	Well blocked
BLOCK CROSS	Blocks the cross!
	But the cross is blocked!
CLEARANCE	Well cleared, Can clear, They can clear there, But the danger is averted
	Great defending!
	Great clearance!
	Clears it confidently!
	Clears up the situation.
	Clears the danger!
	Clears to a teammate!
	Clears to a teammate!
	Clears to a teammate!
	Clear the ball!
CLEARANCE CORNER GK	Corner.
	Corner.
	Cleared for a corner.
CLEARANCE CORNER	Cleared for a corner, That's a corner, Corner, Cleared for a throw-in
	Corner.
	It's a corner.
	Cleared for a corner!
	Cleared out of play!
CLEARANCE CORNER BAD	Cleared at the expense of a corner!
	Concedes a corner!
	Poor clearance!
CLEARANCE SIDE	Clears for a throw-in!
	Cleared for a throw-in.
	Play it safe.
CLEARANCE TRY	Attempting to clarify...

	Attempting to clarify...
	Attempting to clarify... (more urgent)
CLEARANCE SHORT	Clearing is far too short...
	Cannot clear properly...
	Clears only inadequately...
	Doesn't clarify properly...
	Clears things up too hastily...
	Too brief!
	Cleared too quickly!
CLEARANCE LAST SECOND	Clears in a state of extreme urgency...
	Clears at the very last moment...
MISSES THE BALL	Just misses!
	Can't reach the ball!
	Almost got there!
	Missed it by a hair's breadth!
KICK-OFF	Goal kick!
Tacklings, Fouls and Cards	
FOUL	Foul, clear foul, should have been called
FOUL BAD	A nasty foul, a vicious foul
	That looked nasty
FOUL VIOLENT BEHAVIOUR	Clear assault; assault – that deserves a red card
TACKLING FAIR	Monster tackle!
	Strong sliding tackle
TACKLING FAIR LAST SECOND	That was a last-second save.
	A brilliant save.
	A brilliant save.
	Brilliantly saved.
TACKLING FOUL	He slides in decisively...
	With a hard sliding tackle...
	Cuts in...
	Goes in hard...
	Slides in uncompromisingly...
	A blood-curdling tackle...
HANDBALL	Handball...
HANDBALL LONG	Reaches for the ball with the hand...
HANDBALL ARM	Controls the ball with the upper arm...
YELLOW CARD	Yellow, yellow card, can be given, the card is correct
YELLOW CARD OBVIOUS	A clear yellow card; he was asking for it; yellow – there's no two ways about it
YELLOW RED CARD	Yellow-red, that's fair enough, yellow-red, that's consistent, well, he'd already been booked, yellow-red card!
RED CARD	Red, that's fair enough, red, no question about it, red, that's a bitter blow
RED CARD TOO HARD	A red card – that's harsh

	Red, that's over the top
	Red, but it was a yellow at most
	For me, that wasn't a red card
Goals	
GOAL	Goal! Goal! Goal.
	Goal! Müller scores.
	Goal by Mayer!
	Goal. It was Schmidt!
GOAL IMPORTANT	Goal! That was important!
GOAL VERY IMPORTANT	Goal! That's the goal! Goal! Unbelievable!!!
GOAL BEAUTIFUL	A beautiful goal!, A marvellous goal!, A superb goal!, A dream goal!
GOAL PENALTY	Goal. Confidently converted.
	Goal. That's how it's done.
	Goal. Very well taken.
GOAL PENALTY END	Goal. That was the decider!
GOAL PENALTY LUCKY	Goal, albeit with a bit of luck.
	Goal, but that could just as easily have gone wrong.
GOAL HEADER	Goal! He scores with a header.
GOAL FLYING HEADER	Goal! A magnificent flying header!
GOAL DISTANCE SHOT	Goal! He just goes for it and is rewarded!
	Goal! A shot as straight as an arrow!
	Goal! What a cracking shot.
	Goal! Unbelievable, that was a cracker.
GOAL EQUALIZER	Goal! There it is, the equaliser.
GOAL EQUALIZER LATE	Goal! There's the equaliser after all!
	Goal! There it is, the late equaliser.
	Goal! Hardly anyone here was expecting that.
	Goal! They didn't give up – you've got to hand it to them.
GOAL EQUALIZER LATE EXTRA	Goal! It looks like we're heading for extra time!
	Goal! So for now, we can look forward to extra time.
GOAL EARLY 1-0	Goal! There's the early 1-0 lead.
	Goal! That's the early lead.
	Goal! That's exactly what a manager wants.
GOAL LATE 1-0	Goal! Everyone had already resigned themselves to a draw.
	Goal! There's the goal after all.
	Goal! Better late than never!
GOAL LATE 1-0 DESERVED	Goal. At last.
	Goal. They've certainly earned that one.
GOAL ONE GOAL LEAD DESERVED	Goal. It was on the cards.
	Goal. That's fair enough.
GOAL WIN INJURY TIME	Goal! The match is decided here in injury time.
GOAL PRE-DECISION	Goal! That's the decisive goal.

	Goal! That's it then.
GOAL OF HONOUR	Goal. At least they've scored a consolation goal.
GOAL COSMETICS	Goal. Nothing more than a consolation goal.
	Goal. At least it's a bit of a consolation goal.
GOAL DOMINANT	Goal. Their dominance is paying off!
	Goal! That goal's perfectly fine too.
GOAL LUCKY	Goal! Virtually out of nowhere.
	Goal! You wouldn't have seen that coming.
GOAL LUCKY LEAD	Goal! Despite their dominance, they're now trailing.
	Goal. It's not undeserved, but it's certainly a lucky one.
	Goal. Their tactics have paid off, but it doesn't reflect the run of play.
GOAL CONNECTION	Goal! At least they've pulled one back.
	Goal! There's the goal to pull one back.
	Goal! That brings them back into it.
	Goal! Things are getting exciting again here.
GOAL TABLE LEADERS	Goal! With this goal, they've taken the lead in the table!
GOAL NEXT ROUND	Goal! That would see them through to the next round!
GOAL NEXT ROUND SAFE	Goal! That's the next round!
GOAL DEFLECTED	Goal. Unfortunate deflection.
GOAL DEFLECTED GOALKEEPER	Goal. The goalkeeper got a hand to it.
	Goal. The goalkeeper almost saved it.
OWN GOAL	Own goal!
	Own goal! That looked very unfortunate.
Saves	
SAVE	He's got that one.
	No problem for the goalkeeper.
	The goalkeeper has no trouble with that.
	No trouble for the goalkeeper.
	A confident save!
	Saved!
SAVE CAUGHT	Caught securely!
	Holds it securely!
	Grabs it securely!
	Held with confidence!
	Holds onto the misdirected ball.
SAVE ONE ON ONE	Intercepts the ball.
	Steps in.
	Picks up the ball.
	Snatches the ball.
SAVE GREAT	Brilliant save, superbly saved, spectacular save
	Sensational flying save!
	Prevents the ball from going in with a brilliant save.

SAVE CAUGHT FLYING	Flying save!
	Flies and makes a secure catch!
	Flying and securing the ball!
	Fly and pounce like an eagle!
SAVE BLOCKED	Well saved...
	Strong save...
	Saved...
	Is blocking...
	Brilliant save...
	Just manages to save it...
SAVE CROSS HIGH	Confidently intercepted, well watched by the goalkeeper, caught with complete confidence
	Intercepts the ball.
	Plucks the ball out of the air.
	Jumps high and grabs it securely.
	Caught securely!
	Intercepts the ball!
	Grabs it securely!
	Caught with ease!
	Plucks the ball down with ease.
	Jumps high and makes a rock-solid save.
SAVE CROSS LOW	Intercepts the ball!
	Grabs it securely!
	Held it securely without any trouble.
SAVE CROSS FUMBLE	A bit shaky...
	Can't hold onto the ball...
	Drops the ball again...
	Lets the ball slip out of his hands again...
	Just fumbles the ball...
SAVE PENALTY	Beaten by the goalkeeper!
	But the goalkeeper comes out on top!
SAVE PENALTY END	Saved! That's the win!
SAVE FOOT	Saved with the foot...
	With his foot...
	Defends with his foot...
	Can block with his foot...
SAVE LOW	Is down low...
	Dives...
	Is down in a flash...
SAVE TO FRONT	Can only parry forwards...
	Weak save...
	Bounces forward...
	Lets the ball bounce forwards...
SAVE SECOND ATTEMPT	Catches the ball securely on the rebound!
	Grasps the ball securely on the rebound!

	Holds onto the ball with some difficulty!
SAVE PUNCH GOOD	Punch defence...
	Consistent punch defence...
SAVE PUNCH SHORT	Weak fist block...
	Half-hearted punch defence...
	Unfortunate punch defence...
SAVE PUNCH LONG	Punched away...
	Cleared with a fist...
BALL COLLECT	Picks up the ball!
	Snatches the ball!
	Secures the ball!
	Buries the ball safely beneath him!
THROW-OUT	Throw-out, Throws the ball
KICK OFF HAND	Kick-off, Kicks off
KICK OFF BOTTOM	Kick-off, Kicks off
Set Pieces	
CORNER KICK	Takes the corner...
	Takes the corner...
	Taken quickly...
	Taken...
CORNER LATE IN GAME	Another corner
	Perhaps the last chance
CORNER NO 5	The fifth corner
	Corner number 5
	We're counting the 5th corner
CORNER NO 7	We're counting the 7th corner
	Corner number 7
	The seventh corner
CORNER NO 10	Your tenth corner in this match...
FREE KICK DIRECT	Direct free kick!
FREE KICK INDIRECT	Indirect free kick!
FREE KICK APPROACH	Free kick...
	Free kick!
	Takes the corner...
	Running up...
PENALTY OFFENCE	Penalty!
PENALTY APPROACH	He's taking a run-up.
	A relatively long run-up...
	Running up...
	Gathering momentum...
	Positions the ball...



	Looks the goalkeeper in the eye...
	Concentrates and takes a short run-up...
PENALTY APPROACH IMPORTANT	This is the chance...
	Now it's crunch time.
	Now he needs to keep his nerve.
	Now's the time to keep his cool
	Now he must keep his cool
	The responsibility weighs heavily.
PENALTY NERVOUS	Looks nervous and takes a run-up...
	Takes a hesitant run-up...
	Hesitates as he takes his run-up...
PENALTY NO PRESSURE	Maybe at least that will work
THROW-IN	Throw-in
	Takes the throw-in.
	Throws in quickly.
THROW-IN WIDE	Long throw-in...
	Throws in wide...
Set Pieces Result	
FREE KICK WALL	Into the wall!
	The ball gets stuck in the wall.
Post and Bar	
POST	Post!
	Hit the post!
POST OUTSIDE	Outside posts!
	To the outside posts!
POST INSIDE	Inside posts!
	To the inside posts!
BAR	Crossbar!
	Hit the crossbar!
BAR UPPER PART	On the top of the crossbar!
BAR LOWER PART	Hit the bottom of the crossbar!
Missed Shots	
MISSED SHOT	But the shot goes wide of the goal
	Wide of the goal
MISSED PENALTY	Missed!
	Wide of the goal
MISSED HEADER	The header goes wide of the goal
	Wide of the goal

MISSED CLOSE	Just wide.
	It was just a few centimetres off!
	That was close.
MISSED WIDE	Well wide.
	Well wide.
	No danger.
MISSED CLOSE OVER	Just over the bar.
	Over the bar!
MISSED WIDE OVER	Up into the clouds!
	Well over the bar!
MISSED GOAL DESERVED	Just wide. That one deserved to be a goal.
	That was close. It was a close call.
MISSED DIFFICULT TO MISS	That has to be a goal; normally that's a goal; that'll annoy him; You've got to score that one
CLOSE-RANGE GOAL	Tap-in, taps it in, gets to the ball first, taps it in unchallenged, Just sticks his foot out
Referee	
VIDEO REFEREE	Video assistant
VIDEO REFEREE DECISION CANCELED	The decision has been overturned!
VIDEO REFEREE PENALTY FOUL CANCELED	No foul. The penalty is rescinded!
VIDEO REFEREE PENALTY HAND CANCELED	No handball! The penalty is rescinded.
VIDEO REFEREE CONFIRMATION	The decision stands!
VIDEO REFEREE CONFIRMATION FOUL	Foul. The penalty stands.
VIDEO REFEREE CONFIRMATION HAND	Handball. The penalty stands.
VIDEO REFEREE GOAL	The goal was valid.
	The referee points towards the centre.
VIDEO REFEREE NO GOAL OFFSIDE	The goal is disallowed for offside.
VIDEO REFEREE NO GOAL FOUL	The goal is disallowed due to a foul.
VIDEO REFEREE NO GOAL HANDBALL	Goal disallowed for handball.
VIDEO REFEREE CHECK GOAL	Goal is being reviewed
VIDEO REFEREE CHECK SCENE	The incident is being reviewed
ZEITSPIEL	Playing for time...
	Wasting time...
	Wasting seconds...
	Cleverly delays the game...
	Takes more seconds off the clock...
	Take all the time in the world...
OFFSIDE NO	No offside...
	Not offside by a centimetre...
	Same height...

OFFSIDE NO OBVIOUS	Clearly not offside...
	Obviously not offside.
OFFSIDE YES	Offside.
	The flag is up – offside.
OFFSIDE YES OBVIOUS	Clear offside.
	Offside, no doubt about it.



8. Appendix B: UI colour configuration

If you want to experiment with the colours in the interface, you'll find a file called `user_colors.ini` in the `datafiles/gamedata` folder. If you want to change anything, you must first delete the comment symbol (`#`) at the start and then enter the desired new values. The following appendix explains the meaning of the individual possible entries. Each colour change must be on a separate line.

8.1. General note on the format

Colours are specified as hex values in the format `AARRGGBB` (alpha, red, green, blue).

Example: `ff1ea99a` → `ff` = 100% opacity, `1e` = red, `a9` = green, `9a` = blue → results in a vibrant turquoise.

Example of transparency: `801ea99a` → `80` = approx. 50 per cent opacity, same shade of turquoise, but semi-transparent.

For gradient colours (`ColourRect`), the following scheme applies:

`tl:<colour top-left> tr:<colour top-right> bl:<colour bottom-left> br:<colour bottom-right>`

Example: `tl:ff003f38 tr:ff003f38 bl:ff006d61 br:ff006d61` → dark petrol at the top, lighter petrol at the bottom, i.e. a vertical gradient from dark to light.

Where two values are separated by a comma (dark,light), the following applies: **first value = Dark Mode, second value = Light Mode**.

Example: `club_color1_1 = ff1ea99a,ff1ea99a` → identical turquoise in both Dark Mode and Light Mode. In contrast, for `club_color3_1 = 80005858,cca3fee3`, the Dark and Light values are different (dark, transparent petrol vs. light, almost opaque mint green).

The number at the end of a key (`_1` to `_16`) corresponds to the respective **club colour / colour palette no. 1–16** that a club or user can select. All `club_colorX_Y` series with the same `X` belong together thematically (e.g. all `club_color1_*` control the same UI area, but for different club colour palettes).

8.2. Club colour palettes (`club_colorX_Y`)

Each group (1–26) controls a specific UI area; the 16 sub-numbers are the selectable club colour presets.

Group	Area	Description	Example
1	Standard button (club colour 1)	Base colour for standard buttons	<code>club_color1_4 = ff1075c7,ff1075c7</code> → deep blue, the same in both modes

Group	Area	Description	Example
2	Main button (club colour 2)	Accent colour for main/primary buttons	club_color2_1 = fff77d2d,fff77d2d → Orange
3	Background overlay	Semi-transparent overlay on top of backgrounds	club_color3_4 = 80004669,cc66ccff → dark/transparent in Dark Mode, light blue/opaque in Light Mode
4	Background decoration	Colour gradient for decorative background areas	club_color4_5 = tl:800084ff tr:b90084ff bl:b90084ff br:800084ff,... → blue gradient with varying transparency at the corners
5	Background for content sub-sections	Slightly transparent background within content boxes	club_color5_6 = tl:403758b9 ...,tl:80d4e1f0 ... → subtle blue (Dark) vs. very light blue (Light)
6	Content area background (light)	Main background colour for content areas in Light Mode	club_color6_1 = tl:000000 ...,tl:FFF5F1EE ... → Invisible in Dark Mode, cream-white in Light Mode
7	Soft header background	Background of headings/header bars	club_color7_6 = tl:80003366 ...,tl:FF045097 ... → dark navy blue vs. rich blue
8	Line colouring	Colour for separator lines/line overlays	club_color8_1 = ffffffff,ff404040 → White in Dark Mode, dark grey in Light Mode
9	Menu navigation buttons (inactive)	Colour of unselected menu tabs	club_color9_1 = ff15b5a4,ff3aa095 → Turquoise, slightly more muted in Light Mode
10	Menu navigation buttons (active)	Colour of the currently selected menu tab	club_color10_1 = ffffffff,ff003333 → White (Dark) vs. dark petrol (Light)
11	Weekly schedule background	Background of the weekly schedule/calendar view	club_color11_1 = 55000000,40ffffff → transparent black vs. transparent white
12	Pop-up background	Background colour of pop-up windows	club_color12_1 = tl:ff003f38 ... → dark petrol, slightly different at the top and bottom
13	Abstract ‘‘ background (primary)	Main colour of the animated/abstract background	club_color13_1 = ff003b36,ff003b36 → dark petrol
14	Abstract background (secondary)	Secondary colour of the abstract background (e.g. for gradients)	club_color14_1 = ff029a86,ff029a86 → lighter petrol/turquoise

Group	Area	Description	Example
15	Map colour	Colour for map views (e.g. scouting world map)	club_color15_1 = ffccffff,ffccffff → very light turquoise
16	Appointments background	Background colour of event/calendar entries	club_color16_1 = tl:40000000 ...,tl:ffedf4ff ... → slightly transparent black vs. light ice blue
17	Promotion Tour Continents	Colours for continent markers in the promotion tour	club_color17_1 = FF27BEAA,FF27BEAA → turquoise
18	Pitch/Court Surface	Colour of the court surface (stadium/court view)	club_color18_3 = ff336633,ff33cc33 → muted green (dark) vs. vibrant green (light)
19	Pitch/Court background	Background behind the playing surface	club_color19_1 = tl:0003766a ...,tl:FF017c7b ... → invisible (Dark) vs. opaque petrol (Light)
20	Stadium track colour	Colour of the running track in the stadium	club_color20_1 = ffffffff,ff1ea99a → White (Dark) vs. Turquoise (Light)
21	Menu background	Background colour of the main menu	club_color21_1 = ff008888,ff007a7a → petrol, slightly darker in Light Mode
22	Season presentation background	Background of the UI in front of the abstract background (season start screen)	club_color22_1 = ff1ea99a,tl:ffedf4ff ... → Turquoise (Dark) vs. light ice blue (Light)
23	Network view	Colours for the relationship/network display	club_color23_1 = ffa6fde5,ffa6fde5 → very light mint green
24	Button click area	Colour of click feedback on buttons	club_color24_1 = ffffffff,80404040 → White (Dark) vs. transparent dark grey (Light)
25	Menu background (white)	Light menu background (for Light Mode/Panels)	club_color25_1 = tl:000000 ...,tl:FFF5F1EE ... → invisible (Dark) vs. cream white (Light)
26	Weekly overview background	Background of the weekly overview tiles	club_color26_1 = 7F1ea99a,7F1ea99a → semi-transparent turquoise

8.3. General UI colours

Key	Description	Example
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Key	Description	Example
darkmode_text_colour_1–16	Text colour per club colour preset in Dark Mode	darkmode_text_color_1 = ffffffff → White
lightmode_text_color_1–16	Text colour per club colour preset in Light Mode (also for list box text in Light Mode)	lightmode_text_color_1 = FF4f2c20 → dark brown
ListEvenRowBgColorDark / ListOddRowBgColorDark	Background colour for even/odd list rows in Dark Mode	ListEvenRowBgColorDark = tl:60000000 tr:30000000 bl:60000000 br:30000000 → transparent black, darker on the left than on the right
ListEvenRowBgColorLight / ListOddRowBgColorLight	Background colour for even/odd list rows in Light Mode	ListEvenRowBgColorLight = tl:20704341 tr:10704341 bl:20704341 br:10704341 → very light, transparent brown
ListMouseOverColorDark / ListMouseOverColorLight	Highlighting when hovering over a list row with the mouse	ListMouseOverColorDark = 33FFFFFF → slightly transparent white
ListInactiveRowBgColorLight	Background colour of inactive rows in Light Mode	ListInactiveRowBgColorLight = 33FFFFFF
PrimaryTextInactiveLight	Text colour for inactive/deactivated elements in Light Mode	PrimaryTextInactiveLight = 80704341 → transparent brown
EmptyListStringColorDark / EmptyListStringColorLight	Colour of the placeholder text for empty lists	EmptyListStringColorDark = 80FFFFFF → transparent white

Listbox / Text

Key	Description	Example
PrimaryTextStandard	Default text colour (list header and list entries)	DCFFFFFF → almost opaque white
PrimaryTextInactive	Text colour for inactive list items	5487bcbe → transparent light blue-grey
PrimaryTextHighlight	Text colour when selected (dark)	FF2C3935 → dark petrol green
PrimaryTextHighlightLight	Text colour when selected (light)	FFFFFF → White
PrimaryHeaderTextHighlight	Text colour of the selected column header	B4FFFFFF → slightly transparent white
ListMouseOverColour	Bar colour when hovering over with the mouse	33ffffff → very transparent white

Key	Description	Example
ListSelectionColour / ListSelectionColourLight	Bar colour of the selected entry (dark/light)	B4FFFFFF / B44d3a3a → light white vs. muted reddish-brown
ListEvenRowBgColor / ListOddRowBgColor	Row background colour for even/odd rows	tl:20000000 ... / tl:10000000 ... → both transparent black, odd rows more subtle
ListOwnClubColorLight	Background for your own club in lists (Light Mode)	80003333 → transparent dark petrol
ListInactiveRowBgColor	Multiplier colour for inactive rows	AF052328 → dark, almost opaque petrol
StatsListPrimaryText / StatsListPrimaryBackground	Text/background colour for highlighted statistics	FFF1F1E8 (almost white) / 2FF1F1E8 (highly transparent)
StatsListSecondaryCol / StatsListSecondaryCollight	Secondary statistics background colour	80000000 (transparent black) / FF000000 (opaque black)

TreeControl (tree view)

Key	Description	Example
TreeTextColor	Text colour	ff254749 → dark petrol
TreeTextHighlightColor	Text colour when selected	ff254749
TreeHighlightBarColour	Highlight bar background colour	cdffffff → almost opaque white
TreeTextMissingColor	Colour when translation text is missing (error message)	ffff0000 → red

Other text & links

Key	Description	Example
TextHighlightColor	Background colour for highlighted text (e.g. in help texts)	FF916609 → Golden brown
HyperlinkTextColor	Colour of hyperlinks	ff3333ff → Blue
GlossaryTextColor	Colour of glossary links	ff00ff00 → Green
TextColourBorrowedPlayer	Text colour for loaned players	0xFF0099ff → Light blue

Pop-ups & Editor

Key	Description	Example
PopupDarkenBackgroundColor	Darkening the background behind centred pop-ups	tl:A5000000 tr:A5000000 bl:A5000000 br:A5000000 → uniformly transparent black
StadiumEditorColumnHighlight	Highlight colour in the Stadium Editor	tl:50FFFFFF ... → transparent white

Progress bars

Key	Description	Example
ProgressBarColours1–5	5-level colour scale for progress bars (red → green, e.g. player stats)	1 = ffcc3333 (red) ... 5 = ff00cc00 (green)
ProgressBarDefaultColor	Default colour for split progress bars	ff45c6d5 → Turquoise
ProgressBarPosColor / ProgressBarNegColor	Colour for positive/negative values	ffffff (white) / ffc93737 (red)
ProgressBarXPColor	Colour of the experience points bar	ff45c6d5 → Turquoise

Buttons & drop-down

Key	Description	Example
PrimaryButtonBlue	Standard blue shade for buttons	ff247075 → muted petrol blue
DropListTextColor	Text colour in drop-down lists	ff80a3a3 → muted grey-blue
DropListTextHighlightColor	Text colour on mouse hover in drop-down	FFFFFF → White
DropListTextDisabledColor	Text colour for disabled drop-down entries	ff90b7b7 → light grey-blue

Player character types & skills

Key	Description	Example
ColHexagon	Border colour of the hexagon for player stats	50ffffff → transparent white
ColCharacterType1–5	Colour per character type (Type 5 = unknown)	1 = AFAA0808 (red), 2 = AFF9AE00 (yellow), 3 = AF0800FF (blue), 4 = AF1A9C1A (green), 5 = AF888888 (grey)
ColNodeAcquired	Learnt skill node	ffaaff64 → light green
ColNodeAvailable	Available skill node	ffffff → white
ColNodeBlockedByPrecond	Blocked due to missing prerequisite	ffff1400 → Red
ColNodeBlockedByNegNode	Blocked by a conflicting node	ffdd7c1d → Orange
ColNodeBlockedByDistance	Blocked by distance in the skill tree	ff425c63 → Grey-blue
ColNodeCurrentLearn	Currently being learnt	ffffff00 → Yellow
ColNodeUnavailable	Node unavailable	76444444 → transparent grey
ColNodeInvalid	Invalid node	ff111111 → almost black
ColNodeUnlearn	Node is being unlearned	ffff6400 → orange

Key	Description	Example
ColNodeLost	Lost node	ffaa0000 → Dark red

Scouting & Watchlist

Key	Description	Example
ScoutedPlayerActiveListCol / ...InactiveListCol	List background for players who have been scouted (active/inactive)	tl:8000ff00 ... (bright green) / tl:AFFfd200 ... (yellow)
WatchlistPlayerActiveListCol	List background for players on the watchlist	tl:80009E9E ... → petrol
ScoutedPlayerActiveListTextCol / ...InactiveListTextCol / WatchlistPlayerActiveListTextCol	Associated text colours	0xFFE2F0F0 → very light blue-grey

Match results

Key	Description	Example
ResultWonListCol / ResultLostListCol	List background for win/loss	tl:8000ff00 ... (green) / tl:80ff0000 ... (red)
ResultWonListTextCol / ResultLostListTextCol	Corresponding text colours	0xFFE2F0F0

Line-up

Key	Description	Example
LineUpListBenchCol	Background for bench players	B4227177 → transparent petrol
LineUpListFieldCol	Background for outfield players	8800AA00 → transparent green
LineUpListInjuredCol	Background for injured players	AF8d2a2a → muted red
LineUpListPrimaryCol / LineUpListSecondaryCol	Primary/secondary position background	AC00AA00 (green) / 980098AA (petrol)
LineUpListSubstCol	Background for substitutes	B4FFD200 → Yellow
LineUpListRecommendCol	Background for recommended players	B4009E9E → petrol
LineUpList*TextCol	Respective text colours	FFE2F0F0 → very light blue- grey (pure white FFFFFFFF for SubstTextCol)

Charts

Key	Description	Example
DefaultAxisColour	Axis colour	tl:ff5b8a91 tr:ffffff bl:ffffff br:ff5b8a91 → petrol blue at the edges, white in the centre

Key	Description	Example
DefaultPositiveColour / DefaultNegativeColour	Bar/line colour for positive/negative values	Green (FF60a10c) / Orange (FFd58930)
DefaultLargestValueColor / DefaultSmallestValueColor	Colour for the largest/smallest value in the bar chart	Bright green (ff2b8834) / Red (ffbe3636)
DefaultNormalValueColor	Colour for all other bars	ffbe3636 → Red
DefaultLineGraphFillColor / DefaultLineGraphColor	Fill or line colour for filled line charts	Transparent turquoise (20aee5e6) / deeper turquoise (80aee5e6)
ChartTablePosCol*	Background colours for each table position category in charts (promotion, Champions League, Europa League, Conference League, relegation play-offs, etc.)	ChartTablePosColCL = tl:8060a10c ... → Green for Champions League places
TablePosCol*	Same categories, but for league positions in standard list boxes	TablePosColRelegation = tl:80a50d0d ... → Red for relegation places

The * represents one of the following categories (the names are identical for ChartTablePosCol* and TablePosCol*):

Category suffix	Meaning
Nothing	No specific table position (neutral/no colour)
Promotion	Direct promotion place
Promotion Round	Promotion play-offs / promotion round
CL	Champions League place
EL	Europa League place
CongressL	Conference League place
Relegation Round	Relegation play-off / Relegation round
Relegation	Direct relegation spot

Tooltip

Key	Description	Example
TooltipTextColour	Text colour of tooltips	ffae5e6 → light turquoise

Training types

Key	Description	Example
ColTrainingFreeTime	Leisure	ff416829 → Green
ColTrainingIntensive	Intensive training	FF006699 → Blue
ColTrainingRecovery	Recovery	ff006600 → Dark green
ColTrainingTapering	Video analysis (tapering)	ffcc6600 → Orange
ColTrainingMatch	Match day	ff660000 → Dark red

Key	Description	Example
ColTrainingCamp	Training camp	FF009E9E → petrol

Weekly planner (Scheduler)

Key	Description	Example
ColSchedDragged	Background of an element when dragged	tl:be093134 ... → dark, almost opaque petrol blue
ColSchedDragHighlightBg	Background when hovering over a dragged element	tl:becaedef ... → light, almost opaque turquoise

Other status colours

Key	Description	Example
ColOverworked	Text highlighting for overworked managers	FFFF4800 → bright orange
ColNegotiationGreen/Yellow/Orange/Red	Traffic light colours for negotiation status	FF76b000 / FFf6ab19 / FFe1681f / FFcc3838
ColLBRedValue / ColLBWhiteValue / ColLBBlue / ColLBGreen	Colour-coded values in list boxes (e.g. positive/negative numbers)	Red (ffe04445), Green (FF76b000), Blue (FF0099ff), Green (FF00AA00)

Pie charts

Key	Description	Example
PieChart1–5	Standard colour palette for pie charts	Red, Blue, Green, Yellow, Grey-blue
PieChartWin / PieChartDraw / PieChartLoss	Colours for win/draw/loss in results charts	Green (ff24db63) / Yellow (ffd9b026) / Red (ffe9161a)

Financial values

Key	Description	Example
MonetaryValueColor1	Standard display of a monetary amount	fff3f2e8 → Cream white
MonetaryValueColor2	Warning colour when <10% of budget remains	ffd01600 → Red
MonetaryValueColor3	Warning colour when <20% of budget remains	ffffaaaa → light pink
MonetaryValueColor4 / MonetaryValueColor5	Additional financial value text colours	fff3f2e8 → cream white

[Effects]

Key	Description	Example
ShakeAmplitude1–3	Intensity of screen shake effects (e.g. when celebrating a goal), adjustable in steps	40.0 / 80.0 / 160.0

8.4. Notes for users adjusting colours

- Always retain the format of the original value (plain hex value or tl:/tr:/bl:/br: gradient; do not mix).
- For entries with a comma, adjust the dark mode value first, then the light mode value.
- The first two hex digits represent the alpha channel (transparency): 00 = invisible, ff = fully opaque.
- Changes to club_colorX_Y only affect the respective club colour palette (Y = 1–16), not globally.



9. Appendix C: Changes

Version	Date	Changes
0.01	3 November 2022	Introduction, Speeding up the game, Feedback, AGM, Tournaments
0.02	4 November 2022	Tips and tricks for WAF incorporated; tips and tricks for NT incorporated; editing player names added; adding graphics included
0.03	5 November 2022	New section 'Preparing the game for a new season'; all chapters from version 0.02 are now correctly ordered
0.04	6 November 2022	Tutorial texts added; fixed camera flight added
0.05	9 November 2022	Worked on the introductory text
0.06	11 November 2022	Added the club grounds table, added images, added the company history
0.07	7 December 2022	Chapters tidied up slightly; new paragraphs on names edited; annual budget, etc.
0.08	8 December 2022	Added further bullet points and expanded the chapter
0.09	14 December 2022	Various corrections and new paragraphs
0.10	21 December 2022	Player relationships and team hierarchy added; various chapters rewritten and expanded
0.11	22 December 2022	Completely analysed the help section from WAF and organised everything; resolved all remaining chapters at the back
0.12	23 December 2023	Various grammatical corrections
0.13	30 December 2023	Minor grammatical adjustments
0.14	10 January 2023	Major text changes and grammatical adjustments
0.15	11 January 2023	Emergency meeting created, grammatical adjustments
0.16	11 January 2023	Complete text revision, error checking, 'Du/Sie' check
0.17	12 January 2023	Added 'Women, grammatical corrections, tidied up tables
0.18	12 January 2023	Various minor corrections
0.19	13 January 2023	Added a few new sections (second team line-up and league table)
0.20	24 January 2023	Glossary reviewed, proofreading begun, various new chapters
0.21	25 January 2023	Further revisions, plus new graphics options for users
0.22	25 January 2023	Alphabetical sorting in Chapter 2 completed, various fixes
0.23	25 January 2023	Several new chapters on design have been added (particularly in Part 3)
0.24	26 January 2023	Youth camps and hidden features added
0.25	26 January 2023	Various minor enhancements (wizards) and reorganisation
0.26	27 January 2023	Tidied up the match day schedule and procedure; added youth work section
0.27	30 January 2023	Corrections, youth section, susceptibility to injury
0.28	1 February 2023	Latest offer added, generic photos added

0.29	6 February 2023	New text and explanations added; minor errors corrected
0.30	9 February 2023	Added promotions and demotions, age and retirement dates, and updated keyboard layout
0.31	15 February 2023	Minor changes...
0.32	24 February 2023	New chapter on training groups
0.33	20 March 2023	Text revised and improved from the start
0.35	28 March 2023	Added information about the second team, lucky charm
0.37	12 May 2023	Panels in the video ring explained, with various enhancements to keyboard controls in between
0.40	31 July 2023	Various new chapters added, e.g. reputation as a negotiator, cameras
0.50	14 August 2023	Part 1 of a complete overhaul...
0.60	15 August 2023	Part 2 of a complete overhaul...
0.61	15 August 2023	Table of contents added, list of countries added
0.62	16 August 2023	Spelling corrections, new sections for menu UI, Light Mode, statistics, social media, etc.
0.63	17 August 2023	New keys added during attacks (2xShift + R), controls updated
0.64	17 August 2023	Missing icons added
0.65	18 August 2023	Scouting revamped, table added
0.70	20 September 2023	Various additions made
0.71	22 September 2023	Maintenance costs updated
0.74	26 September 2023	Restructured the chapters; values now listed separately; various sections moved; items added; staff section improved; general revision of the first two chapters
0.75	27 September 2023	Database creation added
1.00	30 September 2023	Complete revision completed; all outstanding items are highlighted in light blue
1 January	2 October 2023	Working hours and shaft added
1 February	3 October 2023	Training groups revised
1.03	5 October 2023	Help section on player penalties updated, 'Mole' feature added, combo boxes added, colour coding in the line-up added
1.04	9 October 2023	Added notes on line-ups and assistant managers; improved information on budget changes
1.05	10 October 2023	Development history completed in the first version
1.06	11 October 2023	Minor corrections, psychological profile
1.07	12 October 2023	Sponsorship calculation added, diary expanded
1.08	13 October 2023	Switch to chapter numbers
1.09	18 October 2023	Table abbreviations added; various improvements to scouting explained (status of new signings under 'Transfers', statistics under 'Career', display of form trends for scouted players; pitch heating added
1.10	20 October 2023	Improvements relating to coordinates; started checking the entire text

1.11	23 October 2023	Review continued; section on the random number generator revised
1.12	26 October 2023	Rotation added, seating pattern updated
1.14	30 October 2023	Check continued, new screenshots from development
1.15	31 October 2023	Rookie added, game launch buttons added, fixes
1.16	8 November 2023	Panels improved
1.17	10 November 2023	Explanation added to League Map, spell added
1.18	13 November 2023	League calendar added
1.19	15 November 2023	Generation of players for clubs without a league added
1.20	17 November 2023	Team confidence and chance creation added
1.22	23 November 2023	Continued the complete overhaul up to p. 63; expanded the Executive Committee, expanded graphics; added new navigation buttons and mouse functions, restructuring Part 1
1.23	24 November 2023	Further revision up to p. 85; teams' injury status and travel arrangements
1.24	25 November 2023	Further revision up to p. 110, spelling and grammar check
1.25	27 November 2023	Revision completed, package price added
1.26	29 November 2023	Graphics added for tips and advice
1.28	5 December 2023	Various fixes, new phrases, chance flashes
1.30	12 December 2023	Expanded youth player offers
1.31	13 December 2023	New logo integrated
1.32	13 December 2023	Improved youth player photos, watermarks; screenshots added
1.33	14 December 2023	History improved
1.40	15 December 2023	Final check and minor enhancements
1.41	8 January 2024	Minor additions, including .csv export and fan chants
1.42	11 January 2024	Keyboard layout update
1.43	12 January 2024	New quote added, Simulation tips added, Best bug added
1.50	15 January 2024	Screenshots updated and expanded
1.51	19 January 2024	Steam Deck controls, Page 1 graphics, final corrections
1.52	22 January 2024	Screenshots added: Foul analysis, squad planning tool
1.53	26 January 2024	Minor fixes and clarifications
1.54	2 February 2024	Various fixes, enhancements to the chants and the story, explanation added for the UI kits, explanation added for taking over training weeks
1.55	8 February 2024	Steam Deck controls adjusted; keyboard layout N/T; network features added
1.56	9 February 2024	Minor bug fixes
1.57	12 February 2024	Added a new FAQ section, fixed various bugs
1.58	21 February 2024	FAQ expanded: Loans; reference to controls added to the menu
1.60	6 February 2024	Added instructions on how to write your own events; expanded the list of sayings
1.61	17 March 2024	Added explanations on the financial multiplier, spectator calculations and the number of scouts; also added a tip on the rotating boards

1.70	22 March 2024	Section on Update 1 added; explanations of Update 1 features expanded; bugs fixed
1.71	4 April 2024	Various errors corrected; explanation of training groups added
1.72	8 April 2024	Various fixes, whistle icons replaced, diary expanded (following Update 1)
1.73	27 May 2024	New sections added: Deleting records, ' ' player names, simulation and match report, etc.; new chapter: Update 2
1.74	6 June 2024	New chapter: 'Translations into other languages'
1.75	12 June 2024	New slogan and fix/enhancement for the banners
1.76	24 September 2024	Various fixes, single-club players added
1.77	25 September 2024	Upgrades and downgrades adjusted; screen magnifier added
2.00	1 November 2024	Update 3 added, latest fixes included
2.01	27 February 2025	Employee salary table added (Glossary)
2.02	5 March 2025	Explanations on replacing backgrounds added under 'Modifications'
2.03	20 March 2025	Various fixes to the directories for banners and generic player images, background revisions, and update to Chapter 4 added
2.04	1 April 2025	Update 4 chapter revised, note on custom events added
2.05	4 July 2025	Fixed camera focal lengths, added note on taking staff with you, expanded trophy exchange feature
2.06	15 September 2025	Explanation of 'Reputation as a Negotiator' improved, explanations regarding game speed expanded, content of Update 5 updated
2.07	18 September 2025	'What now?' section added; required number of changing rooms clarified
2.08	23 September 2025	Guidance on transfers to smaller clubs and uncovering the hidden potential of the second team
2.09	28 September 2025	FAQ expanded, fan engagement via social media
2.10	2 October 2025	FAQ expanded
2.11	13 January 2026	Explanations on adding fan comments and replacing events added
2.12	4 February 2026	Explanation of 'Showing love' added to Chapter 3. Update on the future of the series added.
2.13	6 February 2026	FAQ: HDR added; Glossary: VSync added.
2.14	3 March 2026	List of manager tasks updated.
2.20	3 May 2026	Added explanation of 'Pre-season promises'. Updated Translation Guidelines. Various minor corrections and additions. Reference to WAF27 included.
2.21	6 May 2026	Added ALT+O to the keyboard layout and described the copy function in more detail.
2.22	31 May 2026	Launch of WAF27! First chapters moved from the updates
2.23	4 June 2026	Further chapters from the updates postponed
2.24	26 June 2026	Further chapters moved and removed

2.25	26 June 2026	First new chapters on WAF27 created
2.26	27 June 2026	Further chapters have been added
2.27	28 June 2026	New chapters have been added, including honorary titles and the season
2.30	4 August 2026	Various new chapters
2.40	11 August 2026	General update with monthly reports and various new chapters
2.50	14 August 2026	Revised version, including a chapter on player negotiations, amongst other things
2.60	18 August 2026	Supporters' feedback analysed, new Appendix B
2.61	19 August 2026	Supporters updated, True Love added
2.62	19 August 2026	Added option to buy out release clause
3.00	20 August 2026	Screenshots replaced and added, improvements to Appendix B, various minor enhancements, pages rearranged, first release candidate for WAF27
3.01	31 August 2026	Translated version with various fixes
3.02	04 September 2026	Completed the points for the achievements, added August 26 developer report, Training progress under "1 st Team added"
3.03	07 September 2026	Updates on player negotiations and playing without budgets

